

SEGA

ISSUE 17 • JANUARY '94 • AN UNOFFICIAL SEGA PUBLICATION • £2.25

MEGA DRIVE

ADVANCED GAMING



THE CHAOS ENGINE

EXCLUSIVE: **MEGA RACE** EXCLUSIVE: **STELLA FIRE**
EXCLUSIVE: **CD CHUCK II** PREVIEWED: **DRAGON** AND **DUNE II**
REVIEWED: **ZOOL • LOTUS 2 • FI17A • PIRATES**
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LATER.. "DEAR JIM... PLEASE CAN YOU FIX IT FOR ME TO DESIGN SOME MEGADRIVE GAMES OF MY OWN? I ENCLOSE A FEW IDEAS AND EXAMPLES..."

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WRESTLE PSYCHOSIS

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MEGA DRIVE

ADVANCED GAMING

Welcome to issue 17 of MAG. As usual we have a comprehensive run-down of the very latest games for Britain's biggest-selling console, along with all the hottest news pieces, big features and essential game guides and tips. Why bother with an inferior magazine, when MAG offers you everything and a lot more? This month take a look at...



GERRY: The Scotsman's doomed attempt to land the Celtic manager's job left him a little downhearted, but he soon cheered up after the 2-1 victory over Rangers at Ibrox. Apart from going back to Glasgow after an 18 month absence, Doaky has done little else but slave over an Apple Mac keyboard for a month. Oh, apart from the Sensible Soccer European Championships which were held at Keith's house recently. Gerry came a valiant second behind Andy following a decider which Andy won 2-0.



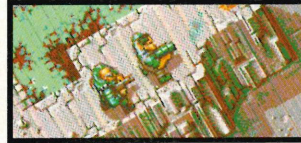
RICH: Is busy trying to live down his greatest shame ever. We all know Rich is a SFII nige, but just how big a nige he is only became apparent when we saw the codename on his membership card for the MegaZone laser game in Oxford. Rich was using the name Guile - and get this - when asked if Guile was the first name that entered his head he replied, "No, it was Ryu, but I thought it was a bit sad to call myself that". Oh!



ANDY: As the new undisputed king of Sensible Soccer, Andy has recently thrown the gauntlet down to all-comers who think they're capable of taking his crown away. What a pity that his incredible skill at Sensi didn't manifest itself in the Man United team that was recently dumped out of the European Cup. Ha, ha, ha! (But who won the Derby? - Andy) One last thing, he denies any rumours of romance with Sheila.

1

A preview of the Chaos Engine - the Bitmap Brothers' latest home computer conversion for the Mega Drive. Already a huge hit on the Amiga, MAG took an exclusive look at this, one of 1994's big releases.



2

Three brand-new CD titles from EA. Will NHLPA '94, Bill Walsh College Football and Powermonger weave a little bit of EA's magic onto the Mega-CD? We'll let you know in the only 100 per cent CD magazine available.



3

SFII made its debut last month, so Rich wasted no time and put together the world's greatest guide for the world's greatest beat'em-up. Every combination you could wish for is here, along with some invaluable tips!



4

Allie went all the way to Las Vegas. What for? To visit Westwood Studios and net an interview with the guys behind Dune 2...that's why!



5

FIFA Soccer arrives, but will it survive Gerry's stringent testing? With Sensible Soccer still causing a stir - how does the officially licensed game fare in an in-depth review?



STEVE: He hasn't got a piccy for this page, he hasn't got a home to live in as of next week and he hasn't beaten Rich to death yet, despite living with Mr Nigey-Pants for four months. Cool calm and collected - that's what Steve was like when I first met him. Now he's unsociable, irritable and paranoid. Learn from Steve kids - say no to Rich



SHEILA: After kicking out the Sloane Ranger when he revealed his love of the PC, she vowed to live a solitary life. This lasted about a day, and she now pines for the support she used to get from her loyal followers.



ALLIE: This month Allie spent a few days in Las Vegas talking to Westwood Studios, courtesy of Virgin. Exactly WHAT she did there apart from flying over the Grand Canyon in a plane and buying Twinkies we are still trying to fathom out.



JOHN: Da bossman - and don't you forget it. Hairy git and international globetrotting journo-bod, John is now back down to earth with a bump after getting thoroughly trounced by almost everyone at the local Mega Zone laser-tag thing. Ha!

We could list reasons to buy Mega Drive Advanced Gaming all day long, but most of you already know the score. For any newcomers, rest assured that the magazine you are holding will always be first to the big game and the big story - so why insult your intelligence with anything else? MAG - still doing the business month after month.

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NEWS

Included this month are the Digitiser and Dixons awards, details on Lemmings 2 and we've 'scored' with a left-foot drive into the bottom corner of the net with the footy game, Goal.

HOT STUFF

Take a look at all of the best games which are out officially during November and December. There's no excuse for making any expensive mistakes, just turn to page 14.

PRESCRIBE NOW

Doctor Proctor waits with a big needle for those of you who want *Mega Drive Advanced Gaming* to be fed intravenously, monthly.

MEGA FILE

The definitive list of Mega Drive games returns again this month but it's even bigger and better!

LETTERS

The Mega Phone is held by Rich, as he calls across the oceans to a small, sparsely populated island off Antigua. Oh, and he answers your letters too.

CLASSIFIEDS

Another gripping episode in the tale of a boy, his Game Gear and his plight for Final Fight.

6

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65

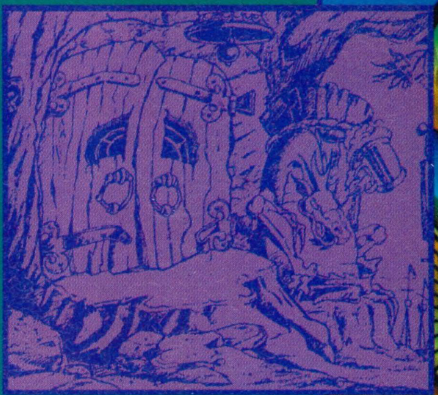
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WESTWOOD STUDIOS: LAS VEGAS

Allie flew off to Las Vegas to have a chat with the people responsible for *Dune II* to find out all the secrets behind one of the fastest growing development houses around.



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MEGA-CD EXCLUSIVE PULL-OUT MAG • ISSUE 17 • JANUARY '94

MEGA-CD

ADVANCED GAMING

SON OF CHUCK

A LITTLE BLIGHTER WITH A BIG CLUB
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THE ONLY MEGA-CD DEDICATED MAGAZINE AROUND

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INXS 58

TIPS72

While feeling a bit down after failing to land the Celtic manager's job, Gerry decided to immerse himself in the noble art of 'tip'. Fresh from his meditation ritual and cold herbal tea, the Doakster cordially invites you to sit, think and discuss your thoughts. Accompanied by Lino Blair and that bloke from Operation - the game that'll have you in stitches.

SHEILA McDUFF74

She's still single, but has been overheard commenting that "Andy is the only man that really understands me". Sheila is a little disappointed at the lack of fan mail and marriage proposals this month. She asks, "Have they forgotten me? Am I no longer wanted?"

CODES75

They're better looking than Jackie Dixon from Brookside and they keep all those crying out for cheats quiet at the same time! Rejoice, it is the MAG codes page. Hallelujah!

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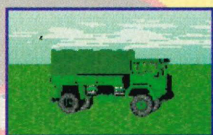
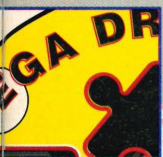
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ZOOL

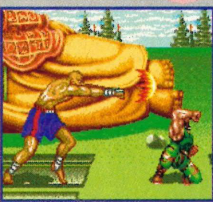
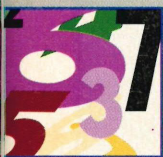
TIPS SECTION

**THUNDERHAWK PART TWO.....76**

After the incredible first part last month, Andy once again takes time out from living the good life in Barbados to give us all a lesson in how to fly a massive chopper about, gunning down lots of innocent people. What a nice fellow he is.

**ALADDIN PART ONE.....78**

Part one of a very handy guide for those of you who don't have a magic lamp lying around - and great for removing egg stains from Velcro...and porcelain.

**STREET FIGHTER II.....82**

We were so impressed by the huge amount of saliva that slobbered from Rich's lips when this game arrived in the office, that we bestowed a six-page guide on him. The result is a comprehensive look at the biggest Mega Drive game this year which includes some tips never printed before.

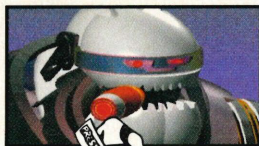
WIN!

It's a big Christmas Electronic Arts giveaway from everyone's favourite Mega Drive mag. Thrill at the chance to win over a grand's worth of software. Wonder at the delights of Zool and FIFA Soccer. Ponder at Gerry's incredibly difficult questions. Cringe at his pointless knocking of Britain's top football team and reigning champions of the Premier League.



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RISE OF THE ROBOTS

**STUNNING!**

Exclusive screen shots of the robotic beat'em-up. Get ready for the next level.

- Super Street Fighter?
- Sega T.V. Here it comes
- Speed action from Titus

DRAGON'S FURY 2

**DRAGON'S FURY 2**

More pinball mayhem from Tengen. The long awaited sequel to Dragon's Fury.

- Casual dressing with Sonic
- GamesMaster released from prison
- Aero's antics

MUT



MEGA DRIVE NEWS

RISE OF THE ROBOTS

Currently receiving an enormous amount of attention on the Amiga CD32, A1200, PC-CD and future high-end consoles such as 3DO is Mirage's Rise of the Robots.

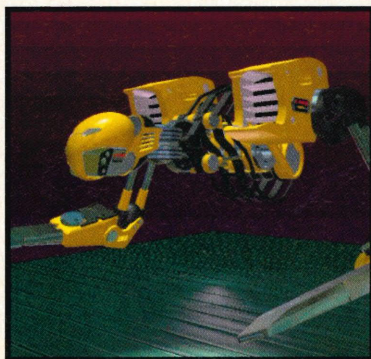
What isn't being widely publicised though is the fact that the game is likely to be ported to a multitude of console formats, including both Mega Drive and Mega-CD, soon after the PC CD-ROM version which we're told is due in early '94.

Developed by newly formed team Instinct Design (headed up by ex-Brother Sean Griffiths) the game is being touted as something that will shake up the way people look at arcade-style games. As far as gameplay goes, it's basically a beat'em-up, however it employs a number of unique features which it is hoped will set it apart from everything which has gone before.

First, and most obvious is the fact that it employs the use of some absolutely stunning rendered 3D modelled robots. Constructed using 3D Studio on high-end PCs, the graphics are receiving universal acclaim. Constructed from ray-traced realistic-looking sections, the robots are unlike anything which has ever been seen in an action game before. Although no Mega Drive screen shots have been previewed as yet, we are assured that they will be direct ports from the PC versions illustrated here. Basically what we will get is the same pictures, reduced in both resolution and number of colours.

The second unique feature about Rise is the fact that it employs some unique artificial intelligence which ensures that the game stays as hard and playable as possible for all skill levels. The game will actually 'learn' playing styles as people play it and it will be able to adjust its own tactics to make sure that the best fight is possible.

Previous robot-based beat'em-ups on the Mega Drive have been absolutely dreadful, just look at Heavy Nova, or the Mega-CD game Black Hole Assault, however Instinct and Mirage are sure that Rise of the Robots will be the game to change all this. Watch out for a full preview in a future issue of MAG.



MUTANT LEAGUE

MUTANT LEAGUE

Violence on the ice. EA smashes it up with Mutant League Hockey

- Man with chin in Robocop theft
- EA and Games Workshop
- Bubba and his stick

NEWS

RUMOURS

• **SFII SCE** was released last month and rumblings about a Mega Drive version of **Super Street Fighter** are already being made. We don't know if this is true or not, but in the distant future we may all love **Fei Long, Cammy, T Hawk** and **DJ Maximum** as much as we do the rest of the gang. What with all the new characters and improved techniques if this ever does see the light of day it will almost certainly be the best fighting game ever seen.

• Our mole at Hewland, the company responsible for **GamesMaster**, has reported that **Dex** and company have lost the rights to carry on filming in the unused wing of **Oxford prison**, which, as it goes, is just round the corner from **Maverick Towers**. If this is the case then we may be seeing a complete change in venue halfway through the series which would be mighty embarrassing for all concerned and a bit of a laugh for the rest of us. Would this ever have happened if **Big Dom** was still in charge? Yes, it's more than likely.

• We hear that **Psygnosis** is fed up with everyone going on about **FIFA** and **Sensible Soccer**. What is it going to do about this? Well, what about throwing together a few tried and tested programmers, the passion of football on Merseyside and 22 player sprites. Mix them together and what should appear? **Psygnosis' Soccer** we hope. Yes, that is the word on the grapevine. Will it be any good? How would I know - it's only one of those rumours picked up in a bout of jovial banter on the blower with **Psygnosis**. Is the company serious or is this just another chapter of 'Scouse wit'?

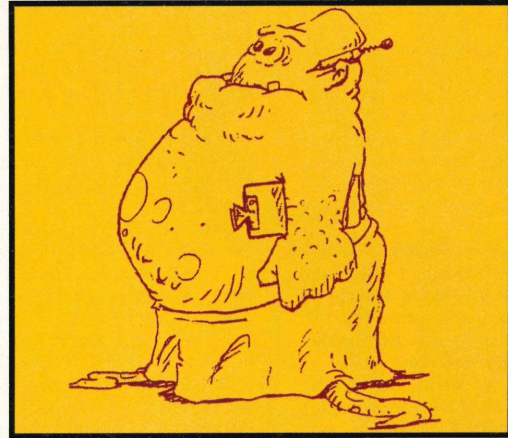
• **Allie West** was arrested in Las Vegas for **soliciting**. Yes readers, I'm afraid your favourite female reviewer Allie will be AWOL for a short time. At present she is enjoying three square meals a day and her own private room courtesy of the US Government. The crime, well write back when you're over 16 for all the sordid details.

BUBBA AND STIX

Core has announced the completion of its puzzle-cum-platform yarn **Bubba and Stix**. The game is currently awaiting approval from Sega and all being well it should be ready for a March release.

B&S will be available for the Mega Drive and Mega-CD and revolves around a young yokel, complete with silly fringe and dungarees, who has been kidnapped by a strange alien force and is being exhibited in the local space zoo. Our hero manages to escape but is stranded far from home with only his magical stick for company.

The game will feature some nifty animation and a strong puzzle element to give it a little depth. **Bubba** will run over 12 levels and we can expect our hero to attempt escapes from subways, sewers and spaceports. More info as it comes in.



SONIC VS PUDSEY

Sega has teamed up with the Children in Need charity to hold what it believes is the world's first ever Videothon. This event will take place on 26 November, Children in Need Day '93.

Sega is encouraging people all over the UK to play any Sonic game in order to raise money for Children in Need. By playing Sonic for 15 minutes...and scoring points anyone can raise money for this good cause and have a bit of a laugh at the same

time. Contests will be held all over the country on the day and the more points scored, the more money made.

If you cannot get along to one of the events fear not, a sponsorship form can be picked up from any branch of Blockbuster or Ritz Video. All you have to do is fill in the sponsorship form and play Sonic before Christmas. With an estimated 1.5 million Sonic players in the UK Segathon is expected to raise up to a million pounds.



MUTANT LEAGUE HOCKEY

After many months of this, that and the other, Electronic Arts has finally announced a January release for **Mutant League Hockey**. The general idea of the game seems to be to kill as many opposition players as possible on a pitch made from ice - scoring is secondary it would seem. In best **Mutant League Footbrawl**-style, Hockey comes complete with a full war campaign...sorry, season and 23 teams. All teams have their own stadiums that come complete with booby traps and minefields.

Mutant League Hockey should retail for £39.99 and will take the form of a 16 meg game that is compatible with the 4-way play adapter for even more violence.



GAMES WORKSHOP AND EA

As we reported a few months back **Games Workshop** is teaming up with **Electronic Arts** to bring us the first in many offerings from the Workshop stables. GW, responsible for all those board-games with futuristic warriors and the like, has finally handed over the rights to produce console games to EA.

The first game will go by the name of **Aspect Warriors** and will be developed in-house here in the UK. **Aspect Warriors** will see the player taking charge of one super-powered being and steering him around several massive levels teeming with enemy soldiers and weapons. Set in the 41st millennium the player is also required to defend his ship and **Craft World** from **Chaos** - a race of savage demons.

Aspect Warrior promises to be rather bloody (but not over the top) and should include a fair smattering of strategy to keep the intelligent-squad out there satisfied. The game is pencilled in for a February release.



© Games Workshop

MICRO GENIUS

Micro Genius, yet another controller has appeared just in time for Christmas. So what gives this D-pad its uniqueness over the competition? Well, for one thing it needs no connecting wires because it's infrared with a range of roughly 20 feet. Why anyone would want to play a game from a distance of 20 feet is beyond me, but still, it's nearly the Christmas break and someone needs to make some money.

The next revolutionary feature the Micro Genius incorporates is so fantastically futuristic I could just, well let's just say I could wash my hands afterwards – it doubles up as a remote control for the Mega-CD. No more will you have to bother to rise from a nice comfortable armchair to alter the volume.

When not taking the dog for walks, making the tea or washing the car the Micro Genius comes complete with three independent fire buttons, auto turbo button, slow-motion button and a turbo button.

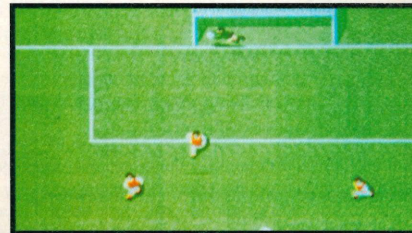
Available in the UK from MSU Ltd (0908 2313121) as we speak, the Micro Genius retails for the very princely sum of £44.90.

BLIMEY IT'S A DAISY CUTTER

Footy games seem to be all the rage at the moment (and all the better for it if you ask me). Recent releases include FIFA International Soccer from Electronic Arts, Sensible Soccer from Sony, and never one to be left lagging behind is Virgin with its new soccer game conversion, Goal.

Astute readers will know that Goal is in fact a conversion of Kick Off 2, the classic game from Dino Dini. In best Sensible Soccer-style Goal never relied on great graphics because its main strength was in the playability of the game.

The Mega Drive version of Goal will incorporate all the aftertouch, shooting and dazzling solo runs up the wing the previous versions of Kick Off 2 incorporated. Two visual displays, four pitch types and six kits to choose from are also included. Goal should be released early next year. Watch this space for details



CAN WE SEE SOME ID PLEASE?

It would seem Sega is definitely moving towards a system of classification with the announcement that Virgin's Robocop Vs Terminator will carry a '16 and over' sticker.

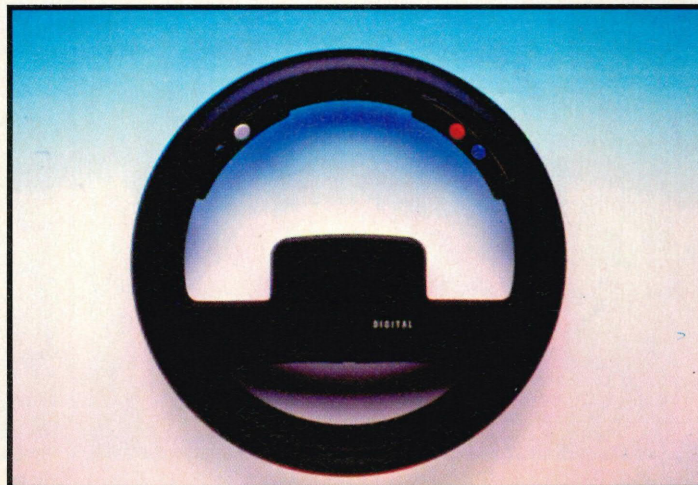
Such a warning was always on the cards as certain parties made far too much noise about the 'gore and violence' contained within games which in reality is nothing more than shoddy cartoon blood. This is being treated as a once-only move but fears are growing in the UK that this may stretch to all games, like in the US where games are rated with the following certificates: GA (general audience), MA-13 (mature audience ie over 13) and MA-17 (over 17).

Sega Europe is also keen on such a scheme, but it's holding back for the time being for some form of standardisation to be announced.

FREEWHEEL

Spectra has released yet another peripheral for use with most Sega systems. This time round it's the Freewheel – a new device that should come in very handy when attempting to negotiate bends at speeds of over 200kph. Yes, this Freewheel is one of

those steering wheel things, but this time you have total control over almost everything because the Freewheel will control not only directional change but braking and acceleration too. This thing should be in the shops by December and will retail for £34.99.



DIGITISER AND

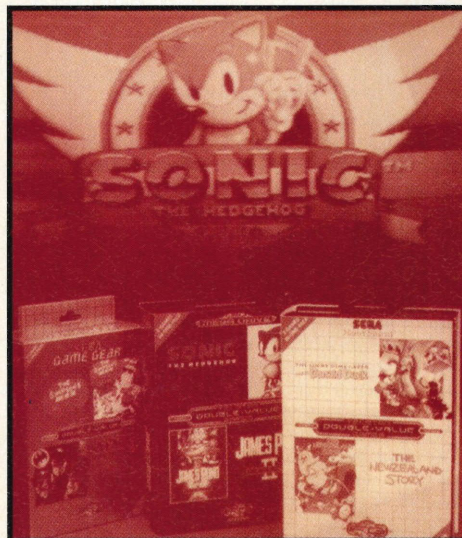


TELSTAR ARRIVES

Telstar, the company best known for dodgy record releases has announced that it will now be retailing two games for the price of one on limited Mega Drive, Master System and Game Gear products. The Double Value Game packs should be available from most high street retailers such as Dixons and Woolies. The full list of Mega Drive titles and prices are as follows:

- Alien 3 and Predator 2: £39.99
- Back to the Future 3 and Batman Returns: £39.99
- Sonic 1 and Robocod: £39.99
- Corporation and Aquatic Games: £39.99
- Wrestlemania and Powermonger: £39.99
- Outrun 2019 and Lotus Turbo Challenge: £39.99
- Batman and Terminator: £39.99
- LHX and Shadow of the Beast: £34.99
- Gynoug and Strider: £29.99

It has to be said not all of the games are what could be called 'top of the range', but it's still a step in the right direction. Nice one Telstar just take it easy on the dodgy records, eh?

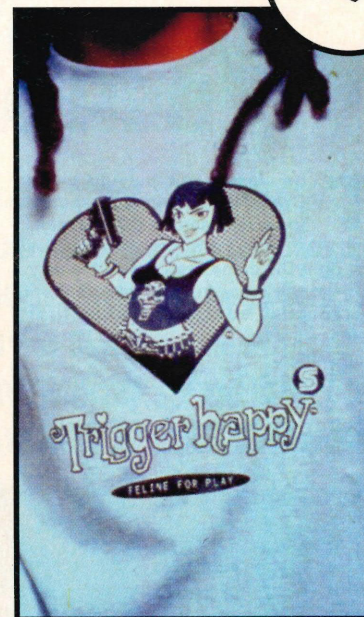


NEW CLOTHES FOR OLD RAGS

Sega has teamed up with 'underground clothing label' (yeah sure) Future Shooter to produce a new line in fashion accessories that will give us all the chance to get a laugh at the expense of a few kids. Future Shooter has produced a complete range of clothing featuring the Future Shooter characters Trigger Happy, Cyber Dead and Future Shooter himself. Rumours of a game featuring these characters are winging their way to us, but let's just wait and see.

The top bloke of Future Shooter, Patrick Barnes is etched in history as the man who uttered "The success of the range in London amongst clubbers and gamers has meant that we can now go national. If you flirt, club and play, these are the threads to be seen in".

So all you readers in London, is this true? Do you wear Trigger Happy outfits when you visit the kicking clubs? Send us a picture of yourself (or with a few mates) sporting these togs in any trendy night spot and you may well win a prize.



DIXONS GO CAKE-OH

Electrical retailer Dixons and everyone's favourite Teletext page makers Digitiser have been inexplicably moulded together in a freak accident involving some haddock.

The result of this unlikely pairing is a chance to vote in the first Digitiser/Dixons awards for the best game, magazine, graphics and most original title of 1993. All entries will qualify for a special prize draw to win non other than the wrecked '6000 SUX' automobile which was actually driven by the law enforcing Metal

Mickey impressionist Robocop in the forthcoming third film in the series (titled somewhat surprisingly, Robocop 3.)

MAG readers will already be familiar with the mega-stars of Digitiser, the Man With A Long Chin, DIY Kelly, the Man Who Taunts Fear and 'Duncan', all of whom have become major industry personalities since Digitiser began on 1 January 1993. Their continuing cartoon adventures will soon appear on these pages, providing they have time...and the right fee.

LAMBOURGHINI

At present Takara is putting the finishing touches to the conversion of the Titus SNES game, Lamborghini.

This game sees you in the fully carpeted driver's seat of, well, a Lamborghini surprisingly enough. The game is part Mad Max, part Death Race 2000-based and involves all sorts of things that would definitely have given

my Tufty Club teacher a cardiac arrest if she would have played it!

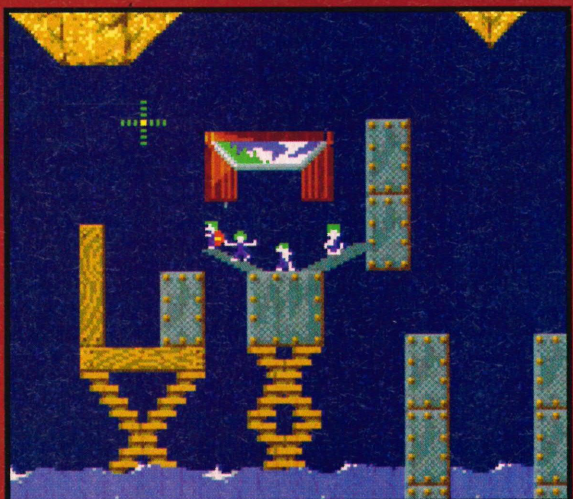
What am I on about? Well, driving at speeds in excess of 40mph is just one of the controversial things we can expect to see in the game. Can the car get to the stadium before the Sensible Cup Final kicks off? That is the burning question here at the MAG offices.



LEMMINGS 2

Oh no, not again! Those loveable little rodents are back again in the sequel to that all-time classic Lemmings. Scouse software giant Psygnosis is at it again with Lemmings 2 where the

unsuspecting Mega Drive player will be introduced to the Tribes and loads of Scottish Lemmings. Packed to the rafters with more lands, complex puzzles and other such things the conversion is almost complete.



SEGA TV OFFICIAL

Sega is all set to team up with cable TV giants Time Warner and Tele Communications Inc for a trial run of the much fabled Sega Channel. The new channel will begin broadcasting in January after plans to begin transmitting in December proved to be difficult.

The areas most tipped to receive the initial broadcasts are Buffalo, Sunnydale California and Portland. The channel will broadcast 24 hours a day and players will be able to plug a Genesis into a small converter wired to the TV and play what at present appears to be a back catalogue of games. In plain English this means that no new releases will be broadcast on air so as not to

damage sales of recently released games. The promise of sneak previews of many new releases are as yet unconfirmed by Sega of America.

Marketing people at Sega estimate that about 14 million households own a Genesis machine and that 70 per cent of these subscribe to cable TV. With the cost of a monthly subscription being about 10 to 20 dollars, Sega hopes that the channel will equal the success of the game rental scheme and is banking on the old 'play before you pay' appeal.

No plans have been announced as yet for an identical set up for the European market.

EYE OF THE BEHOLDER

The classic role-playing game Eye of the Beholder is shortly to be released on CD in Japan. Beholder, along with Dungeon Master (all right DM came first) paved the way for many copycat first-person perspective adventures when first released a few years back on the PC and Amiga.

The story is quite straightforward – a gang of adventurers set off to destroy the evil beings that dwell in the maze of sewers under the city. The

original versions of Beholder were massive and at the time of release very difficult to complete – I spent an enormous amount of weekends exploring the flippin' thing a few years back!

A release date has as yet to be announced for the European market, but undoubtedly import copies will turn up in some stores – Beholder in Japanese?! Be my guest – the English version had me on the brink of admittance to the local hospital.



GAME CHARTS

MEGA DRIVE

- 1.....STREET FIGHTER II
- 2.....FI RACING
- 3.....ALADDIN
- 4.....MORTAL KOMBAT
- 5.....PGA GOLF 2
- 6.....JUNGLE STRIKE
- 7.....LANDSTALKER
- 8.....ULTIMATE SOCCER
- 9.....MICRO MACHINES
- 10.....JURASSIC PARK

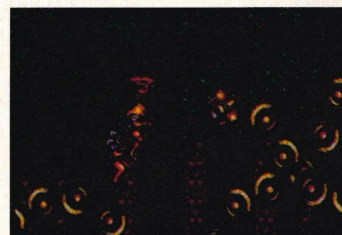
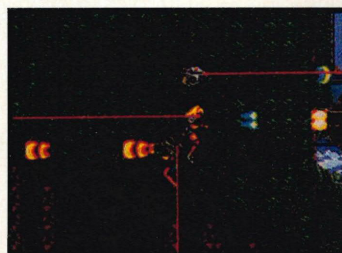
MEGA-CD

- 1.....NIGHT TRAP
- 2.....ECCO
- 3.....BATMAN RETURNS
- 4.....FINAL FIGHT
- 5.....TIME GAL

TROUBLE SHOOTERS 2

Trouble Shooters, that ancient shoot'em-up has finally spawned a sequel, to be entitled Trouble Shooters 2 (we think!) In keeping with the flow of most things these days it will only be released in Japan. In a nutshell this is simply a one-player 'grab a laser and shoot the bad guy' affair. Let's be honest now, the original wasn't up to much, so I hope the sequel is a little better – it's certainly taken its time.

As usual there's no news of a European release.



'BEST EVER' FI GAME!

It has just been revealed that Sega is apparently planning to team up with Fuji Television to develop what it rather egotistically claims to be the best and most realistic Formula 1 game ever.

The move comes after Sega, which sponsors the Formula 1 Williams-Renault team and which already has a link with F1 driver Ayrton Senna, decided to produce a revolutionary race game using digitised video footage.

Due to be released in April 1994 (hopefully!) Sega's new racer, tongue twistingly titled Formula 1 World Championship 1993 Heavenly Symphony, will tie-in with the start of the '94 F1 Grand Prix season.

SONIC 3!

Yes, I thought that would grab your attention. It's not exactly Sonic 3, but the big Christmas launch of the three new Sonic titles – Sonic CD, Sonic Spinball and Sonic Chaos (Master System and Game Gear) – which will take place on 23 November. The release of all three games will be backed with a massive TV advertising campaign in much the same way as Sonic2sday. Can't really go wrong with Sonic now can you?

THE OFFICIAL RELEASE SCHEDULE

NOVEMBER

BLADES OF VENGEANCE EA £44.99

Looks great, plays great and sounds great but is tough for novices and too repetitive. Similar to Risky Woods or Cadash. (See review on page 32).
Reviewed: Issue 17
Overall: 79%

HOOK

SONY £44.99

Poor adaptation of SNES version with awful collision detection and limited playability. Too easy but it does have nice graphics and an excellent soundtrack. Yet another wasted licence.
Reviewed: Issue Eight
Overall: 45%

JAMES POND 3 EA £44.99

Similar to other Pond games but is more innovative. Over 100 levels of platform mayhem with colourful graphics. Much of a muchness.
Reviewed: Issue 16
Overall: 78%

JOHN MADDEN '94 EA £44.99

All-new game with completely new graphics engine, new plays and four-player option. Engrossing gameplay but too akin to Madden '93.
Reviewed: Issue 16
Overall: 86%

OTTIFANTS

SEGA £39.99

Enjoyable platform romp with cute graphics and impressive sound. Initially too easy, but does get quite frustrating. OK.
Reviewed: Issue 16
Overall: 69%

VIRTUAL PINBALL EA £44.99

Fast scrolling, lots of tables and a fantastic track editor but is missing real gameplay. (See review on page 30)
Reviewed: Issue 17
Overall: 72%

WWF ROYAL RUMBLE ACCLAIM £39.99

Little to separate this

from the original WWF game. Has a few more moves, rumble option and slightly improved gameplay, but not much else. Good graphics, crap sound.
Reviewed: Issue 15
Overall: 68%

DECEMBER

FIFA SOCCER EA £44.99

Intricate gameplay options and features but seriously lacking gameplay-wise. (See review on page 22).
Reviewed: Issue 17
Overall: 80%

CD RELEASES NOVEMBER

KRIS KROSS SEGA £39.99

Nice idea but not implemented very well, not enough variety. Great digitised graphics and music. It's Kris Kross.
Reviewed: Issue Nine
Overall: 45%

PUGGSY CD SONY £44.99

Lots of addictive puzzles in this platform-style game with brash graphics and engrossing gameplay. Not enough action.
Reviewed: Issue 16
Overall: 87%

SEWER SHARK SEGA £44.99

Not a game but an experience! It did however fail to stand up to the passage of time.
Reviewed: Issue Eight
Overall: 83%

SONIC CD SEGA £44.99

Good enough to lift popularity of Mega-CD. Too samey to other Sonic games, doesn't exploit RoboSonic enough. Nice graphics though and is very fast.
Reviewed: Issue 16
Overall: 87%

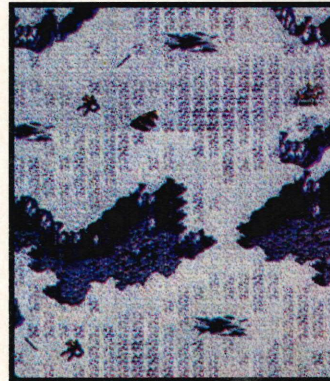
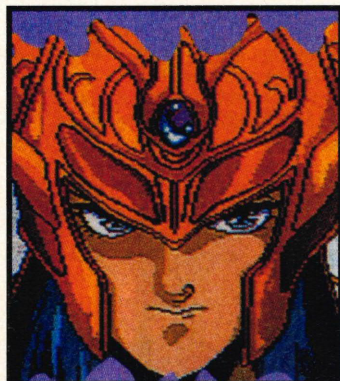
THUNDERHAWK CORE £39.99

Fantastic-looking game with a splattering of heated action and some impressive digitised speech.
Reviewed: Issue 15

THE HEROIC LEGEND OF ARISLAN

Currently available for the CD in Japan is the Heroic Legend of Arislan. Based on the Manga Video of the same name the plot revolves around the rise and fall of an ancient Japanese kingdom where the King and his son have been deposed by a band of unruly ruffians and have to fight to survive and claim back the kingdom.

From what we have seen at the moment Arislan is a Landstalker-type game with the action taking place not in a large maze but in open country. The game should have loads of small Anime sections, perhaps lifted straight from the actual cartoon movie. Again no news of the British release. Watch this space for further details.



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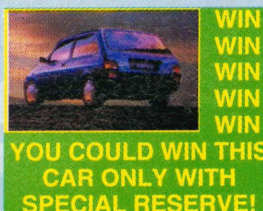
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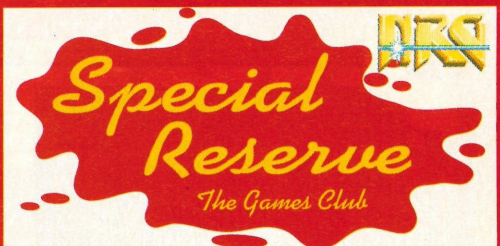
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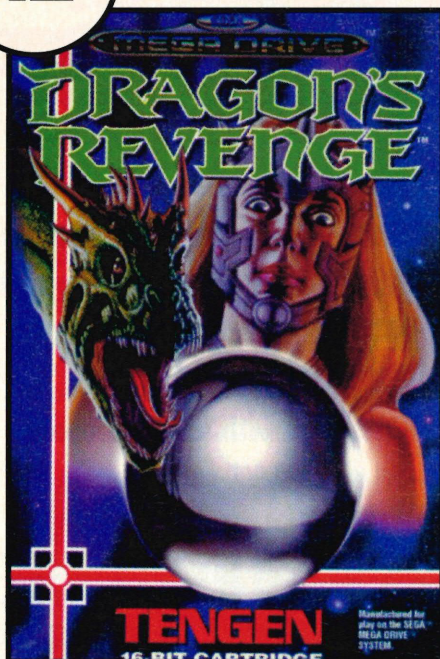
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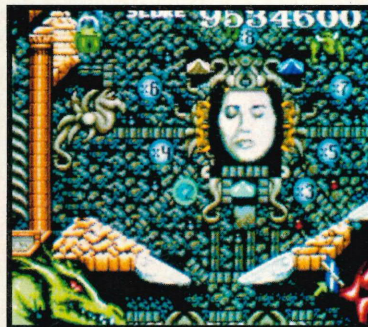
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DRAGON'S REVENGE

Tengen has at last announced a release date for the sequel to Dragon's Fury. Dragon's Revenge should be in the shops by mid-January and should cost something in the region of £40. Good news for pinball fans who, along with football heads, seem to be having it rather cushy at the moment with EA's Virtual Pinball and Sega's own Sonic Spinball.

Dragon's Revenge will be a larger game than its predecessor with an additional eight hidden bonus levels. According to sources at Tengen the ball will be specially scaled in a few of the bonus stages to give the impression of 'realistic perspective'. Well, there we are then. Flippers at the ready.



CD LICENCE

Over the next few months we can expect the floodgates to open on the CD games front. Good news for CD owners? Well, not as good as we are led to believe. From what we hear Sega, usually incredibly fussy about who gets permission to produce its games is changing the habit of a lifetime and is handing out licences willy-nilly to any would-be developers. We can only speculate over the actual reasons for this sudden about-turn, but perhaps the number of games currently on sale are so few that drastic action is being taken. No more Make My Video efforts please.



REBEL ASSAULT

No one in the software industry is as yet admitting to knowing anything at all regarding the impending release of Rebel Assault – the Star Wars game winging its way to a Mega-CD near you soon. Small working demos were on display at last year's Chicago CES at the JVC stand.

JVC has already secured the rights to release the game in the States, but has not as yet been granted permission for a games licence which would enable the company to release games in Europe, hence the speculation over a second party deal. Rumours that have linked both Sega and US Gold have been denied.

If anyone out there knows anything would they let us know.

UNNECESSARY ROUGHNESS

Accolade is set to move into the American football arena with Unnecessary Roughness – the game that will "Knock you on your grass". Don't let the corny advertising deter you though, Accolade has teamed up with the NFLPA (National Football League Players' Association) to produce the game which should be released early '94.

According to Accolade UR will feature "Extra large rotoscoped player graphics in a

perspective view". Confused? You soon will be. UR should be full of head-butting, kicking and other such aggressive moves which are illegal in the graceful game of Association football. Real NFL pros will be pitted against each other and UR promises a unique 'zoom in on the action' feature. One or two players can compete in exhibition matches, full length seasons and all those other competitions that I know nothing about! More news as we get it.

AERO THE ACROBAT

Due for release early next year is Aero the Acrobat, a new game from US software house Sunsoft. Aero is a rather smart little bat (with attitude no less) who has large amounts of tasks to perform before he is judged best guy all round and beats up the evil clown Edgar.

Aero will have a whole range of moves

and spins to keep all and sundry happy. Aero was released on the SNES last month and Sunsoft has promised that apart from the occasional Mode 7 jobbie in the SNES version, the Mega Drive effort will be identical. Erm, it's a platform game...don't say we didn't warn you. Look out for a full review next issue.



OCEAN
STEPS IN

After what seems like an absolute age, Manchester-based software giant Ocean looks set to step into the Mega Drive market – about time too. Although no titles are confirmed at present, we have been led to believe that there are a number of current projects set for release quite early on in 1994 – obviously, if you keep your eye on the general video game press you'll have a pretty good idea of what Ocean is up to at the moment.

All being well we should be able to have an officially announced line-up of Ocean products in next month's news.



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SNES VERSION

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SENSIBLE SOCCER

SOFTWARE HOUSE: SONY

PRICE: £44.99

REVIEWED: ISSUE 16

Sensible Soccer has gripped the office with an iron fist. Many a day's work has been lost due to this little cart, but despite its criminal tendencies it is also THE best footy sim to grace the Mega Drive to date.

Hailing originally from the Amiga, Sensible Soccer offers the most realistic soccer challenge for both astute soccer fanatics like Gerry or the totally uninitiated like Allie. It's multi-league facility with the UEFA Cup, Cup Winner's Cup, European Cup and World Cup Qualifiers offers hours of strategic gameplay for up to 64 players. There's also a save game option for real die-hard competitors.

The most important element of the game is the intuitive control system that makes Sensible Soccer a joy to play. This isn't one of those games where you have to trudge painfully through pages and pages of instructions and gobbledegook, instead you can pick up the pad and

play. Whether you score or not at first is a different matter!

Varying weather conditions affect play, giving a wide range of pitch variation from mud to ice and, thanks to ingenious programming, your team can get demoralised and weary if they either lose at half-time or appear on the pitch too many times in one championship! All the favourite players are included such as Eric Cantona, Gazza and Van Basten, with their names minutely changed to protect the innocent. The adventurous among you can play in the turkey league as a vegetable or a crisp flavour!

Take our word for it, this game is so good the Maverick lads have taken to performing dubious, football-related male bonding rituals. Since the advent of The Maverick Premier League they can often be found battling it out in someone's dank basement of an evening! Oh look at that work load pile up...



OVERALL

95%



HOT

Stuck on what game to buy this month? We pluck the best of the bunch from last issue's fruitful loins and recap on what to look out for in the shops this November and December.

MICROCOSM

SOFTWARE HOUSE: PSYGNOSIS

PRICE: £44.99

REVIEWED: ISSUE 16

The Mega-CD is getting a bit of a bum rap at the moment, with the industry questioning whether the research and money injected into the system has really been worth it. You can hardly disagree when you take a look at the lack of decent software support since its launch in April this year.

However, every now and again a game really makes you consider actually buying one of these machines – one such game is Microcosm. For the same price as a cartridge you can get your hands on a superb science fiction adventure that boasts some of the best graphics ever to be seen on this format.

Taking influence from the movie world, Microcosm is a microscopic shoot'em-up taking place within the veins of a human guinea pig as you try and eliminate an alien force. Like the Fantastic Voyage and Spielberg's Inner Space films, Microcosm presents breathtaking views from within the body and as you watch the blood course, the heart pump and the lungs

breathe you lose yourself in the sheer energy of it all.

Going back to basics, Microcosm is actually a shoot'em-up, with the body's immune systems kicking in to eliminate your alien ship. Red and white blood cells attack as do toxins and germs in an attempt to halt your progress, but while the germs can be destroyed, the natural defences can't simply be blasted away because this could jeopardise your human host. Your firepower must instead be saved for your microscopic human enemies who appear, like you, in their minute craft.

Despite its outstanding graphical content, the long-awaited Silpheed failed with its non-existent gameplay, but Microcosm fills this void by meeting the necessary requirements for both these features. What we see in Psygnosis' stunner is a highly volatile product, ready to explode onto your screen the minute the disk is inserted into the drive – the colours, the gameplay and the plot all grab you by the throat and then won't let go.

ALADDIN

SOFTWARE HOUSE: SEGA

PRICE: £44.99

REVIEWED: ISSUE 16

Aladdin has to be one of the best-looking games ever. Forget the Mega-CD – with this game, Virgin proves that movie quality animation can be achieved without the aid of a laser and a little silver disc.

Like its movie counterpart, the game of Aladdin is superbly animated with sprites that move at 60 frames a second and colours that push the MD to its graphical limits. It's also fast, with the screen swiftly moving in all directions to keep up with the sprites' antics, and the backgrounds catapulting sideways when Aladdin takes to his magic carpet.

The game follows the mischievous antics of Aladdin and his little monkey Abu as they battle against an evil magician and in turn rescue a beautiful princess. Taking control of Aladdin you

embark on a graphically stunning but rather bog-standard platform romp.

Aladdin can climb ropes, swipe with his sword, leap across wide gaps, clamber across a rope hand-over-hand and of course run with each of those 60 frames being used to their fullest potential. There is plenty of humour injected into the game thanks to some exquisite guardians and comical enemies. All-in-all the graphics steal the show, but the minimal eight levels and the linear gameplay inevitably present a few downers. However, Aladdin is quite

hard especially on the later levels, and the apparent lack of a password system adds to the longevity and ultimately your enjoyment of the game.

OVERALL

91%

STUFF



SONIC CD

SOFTWARE HOUSE: SEGA

PRICE: £44.99

REVIEWED: ISSUE 16

Just what the Mega Drive world needs, another flaming Sonic game! Luckily, Sonic CD is a brand-new game with new opponents and some sequences not seen before.

The game design remains the same with the sweeping curves showing off the intense speed which previous Sonic games have been praised for, along with a plethora of platforms, spikes and numerous wacky opponents. Robotnik is the cause behind the mayhem as always and again Sonic must stop him.

This time the plot revolves around time travel, causing Sonic to seek out lampposts for the past, present and future. Sonic is thrust into a series of sub-games in which the previous rotating screen is disregarded in favour of a 3D Mario Kart-esque sequence where you bound around the landscape destroying alien craft which hover

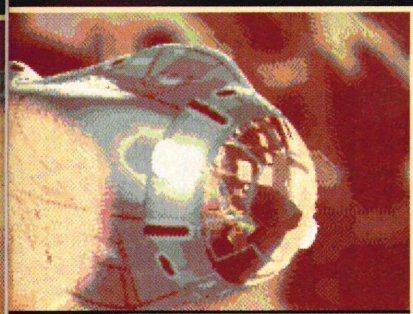
above the ground. A really thumping soundtrack accompanies all the action.

There are a couple of new characters including Sonic's new girlfriend and RoboSonic - Robotnik's mechanical invention. The RoboSonic element oozes so much potential but sadly only appears twice to terrorise Sonic, leaving you wondering, "Why include it if you're not going to do anything exciting with it?"

Overall, Sonic looks really nice, the colours are bright and naturally it's fast. However, there are no real changes to set it aside from its two counterparts. The music comprises of 14 'real' tracks that can be played in a conventional CD player, but unfortunately they're more impressive than the actual gameplay!

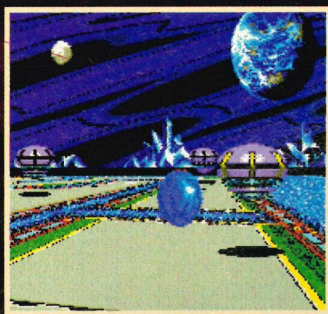
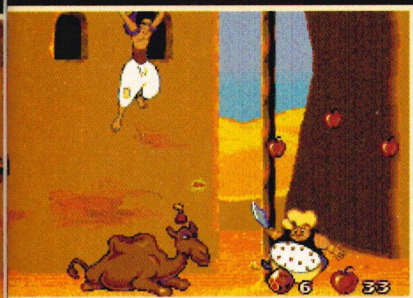
OVERALL

87%



OVERALL

91%



DUNE

SOFTWARE HOUSE: VIRGIN

PRICE: £44.99

REVIEWED: ISSUE 16

Influenced by the classic Frank Herbert books and subsequently the David Lynch movie, Dune CD is an interactive strategic adventure that catapults you into the Spice ridden world of Arrakis (Dune). For fans of the films and books, the clean execution of the FMV sequences will have you drooling at your console, with the Dune characters brought to life through crisp movement, digitised speech and faultless lip-synch.

Your goal as Paul Atreides is to rid Arrakis of the Harkonnen mercenaries and gain a monopoly on the Spice mining, and through this ultimately restore an ecological balance to the planet. By conversing with various characters throughout the game, clues will arise as to how you must proceed with your adventure and which direction to take next.

Conversation is displayed on the screen and a series of questions which can be used as cross-references are displayed at the bottom. Unfortunately there are only ever three choices which tends to cut down plot intricacies and the need to really immerse yourself into

the game to solve various puzzles. This means the game lacks a real white-knuckle challenge.

Eventually you will be able to encourage the Fremen (the native inhabitants of Arrakis) to aid you in your quest and it is at this point that you get the chance to view the game from a different perspective. After training your troops you switch to a map screen where you can instruct your forces to attack Harkonnen mining facilities. Unfortunately you don't get to experience a hands-on offensive, but instead view the proceedings from HQ in a god-like manner.

One of the most pleasing elements of the game is its close references to both the original books and the films with the story methodically unfolding, revealing new sub-plots the further you progress. Despite its complexity, Dune is probably not the kind of adventure game that is easily returned to once finished. Admittedly it will take you a satisfying amount of time to get there but once finished, what next?

OVERALL

87%

Before entering the game, your selected character must hire a partner to assist in the mission...

Your current character - in this case, the navy

Current weapon, a big bazooka-type thing



Gentleman

Mercenary

Brigadier

Preacher

Navy

Thug

**PARTNER IN
CRIME**

The Chaos Engine has been responsible for conjuring up all manner of weird and wonderful environments for the characters to battle through



Although there are no futuristic lasers and death rays, the game does have a number of decidedly cool weapons for dealing out death and destruction



After all this time it looks as though Chaos Engine will finally be released on the Mega Drive thanks to Microprose.

CHAOS ENGINE

PREVIEW

high-quality visuals, the Bitmap team has established quite a reputation for producing excellent games.

ALL IN THE GAME

It's all well and good plugging the fact that something has a tremendous pedigree, but are we likely to see something that is original and worth looking out for?

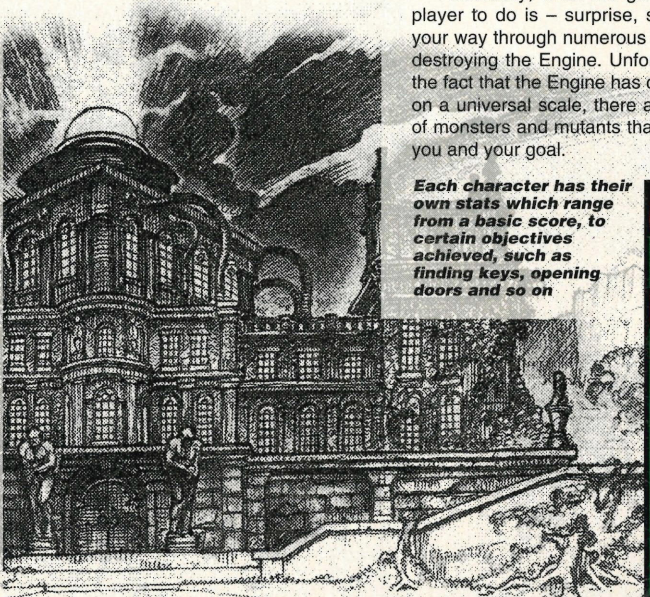
From what we've seen so far, yes. The game was a great success on the Amiga and after spending some time playing both that version and the Mega Drive version we can

reveal that nothing has been lost in the conversion. If anything, it has benefited somewhat from the port to console because this style of game is perfectly suited to the format.

The background story revolves around one Baron Fortescue (a mad, deranged scientist) who has stumbled across a scientific discovery that will change the universe - the Chaos Engine. Capable of distorting the very fabric of the space-time continuum the machine is well beyond the control of any man...let alone a nutter of a scientist!

Basically, what the game calls on the player to do is - surprise, surprise - battle your way through numerous defences before destroying the Engine. Unfortunately, due to the fact that the Engine has cocked things up on a universal scale, there are now all kinds of monsters and mutants that stand between you and your goal.

Each character has their own stats which range from a basic score, to certain objectives achieved, such as finding keys, opening doors and so on



Developed by the Bitmap Brothers over a year ago for the Amiga, Chaos Engine is a game which has been the subject of much praise from both punters and press alike.

It was nearly a year ago when (we printed news on the game in issue eight) it was announced that the game would be released on the Mega Drive, but at the time no publisher had confirmed that it would be responsible for looking after the product.

Now in the States, Spectrum Holobyte has bought up the exclusive console rights to the product with the intention of releasing it on both the Mega Drive and the SNES under the title Soldiers of Fortune. This means that the sibling company, Microprose, will be responsible for the European release of the game.

With the Bitmap Brothers' track record, it's pretty safe to expect great things of Chaos Engine. Previous releases include Xenon II and Speedball II (released through Virgin Games last year), both of which enjoyed tremendous chart success on the Sega platforms. Relying on simple yet effective gameplay, coupled with distinctive

A large number of drawings were made to establish a mood for the product. It has been important to produce a very Victorian feel to the whole game



Despite the futuristic nature of the subject matter - all this space-time continuum stuff is well within the realms of Star Trek and Back to the Future - the game is actually set in Victorian times. This contributes quite an important factor into the





All characters are capable of holding a number of items and weapons which can be swapped around in this simple inventory screen

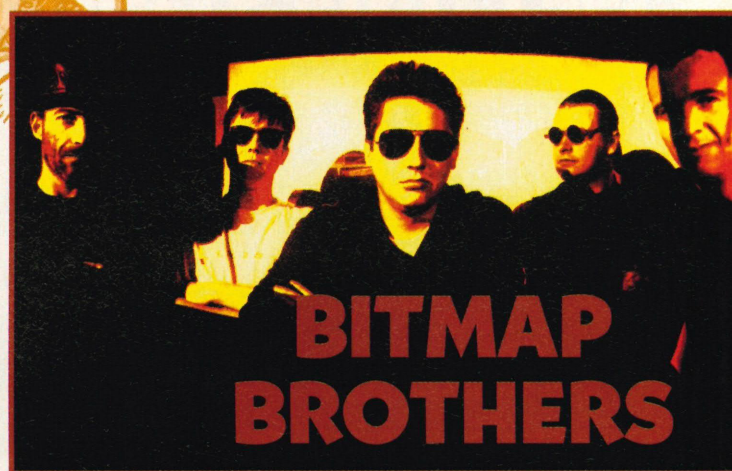


The basic goal of each level is to find the exit and get out! Exits will often be heavily guarded by a multitude of creatures which must all be destroyed first



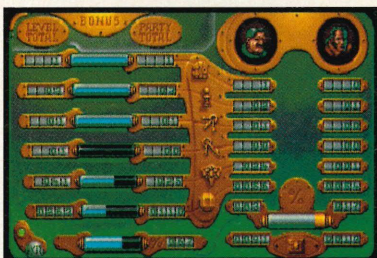
Sometimes players will find they are being attacked from all sides, so working together is important

With weapons picked up at later stages, it's possible to annihilate many of the creatures very easily



INE

Both individuals and teams have statistics that relate to an overall score. This includes creatures destroyed and items collected



gameplay, namely, the heroes of the game don't have the benefits of modern technology and weaponry to aid them in their quest. They have to rely on good old fashioned ballistic weapons and ingenuity.

A WEALTH OF CHARACTERS

Gameplay takes on the form of a top-down multi-directionally scrolling blast'em/puzzle game. Two characters must explore the numerous levels wiping out the bad guys while at the same time working out what they have to do to reach the next level. Hang on a minute though. Two characters? One of the novel features which sets Chaos Engine aside from the likes of say, Gauntlet IV or Smash TV is the fact that there are always two characters regardless of whether one or two people are playing the game.

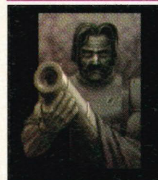
In all there is a total of six characters which can be chosen from to play Chaos Engine: brigadier, Victorian gentleman,

Each of the game's six characters were designed to complement each other. All of them have different abilities - some are aggressive and gung-ho, while others are more stealthy in their approach

BRIGADIER



NAVY



GENTLEMAN



MERCENARY



PREACHER



THUG

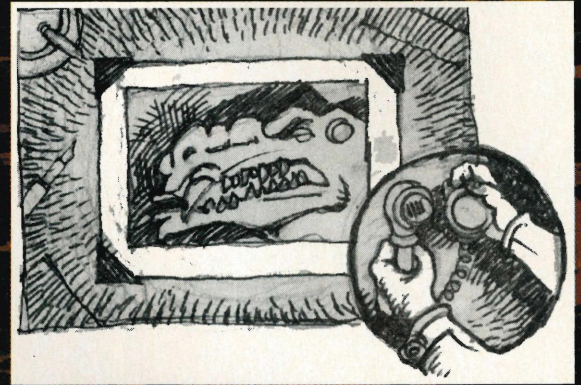


WHO GOES FIRST...

GASPING FOR A PINT...



All of the background to the product was fully storyboarded and planned out. These scenes were then transferred to the game...



GETTING STARTED



The first level of the game introduces you to the basics of shooting bad guys and picking up objects



By the second level though, it soon starts throwing the bigger meanies at you

mercenary, navy, preacher and thug. Each character in the game has different attributes and skills and they must be chosen wisely if you are to be successful in the game.

In a two-player game players control each character as you would expect, however in a one-player game the computer takes full control of the second warrior and employs some rather clever artificial intelligence to ensure that it plays as well as possible in the style of the character chosen. For example the mercenary character in the game is a brutal killer, while the Victorian gentleman goes about things in a far more respectable manner. Anyone who's played EA's Technoclash will have come across this style of play before. In fact, Technoclash owes more than a passing nod to Chaos Engine, hmmm.

With graphics created by the Bitmap's Dan Malone (he of Speedball II fame among

many others) the game is bound to receive universal acclaim when it is released on the Mega Drive next March. Quite why we have to wait this long is unclear at present. Even the version displayed at this year's Chicago summer CES in June looked virtually complete.

IT IS JUST A THEORY

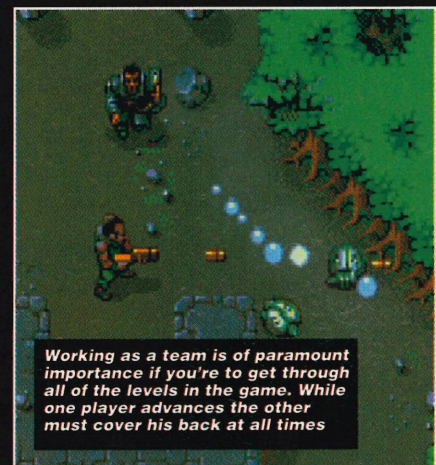
Microprose tells us that if there are any hold-ups from now on, it'll be purely because of delays getting through Sega's approval people. Gods, the last Bitmap product to hit the Mega Drive, although completed over a year ago was totally blocked by Sega. Amazingly, it has only just been released through Accolade.

I certainly hope that nothing that stupid happens with Chaos Engine! Watch out for a full review in MAG very soon.

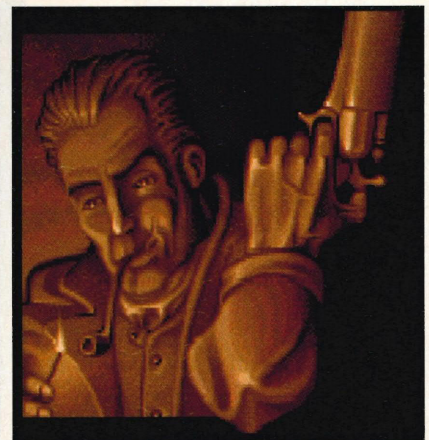
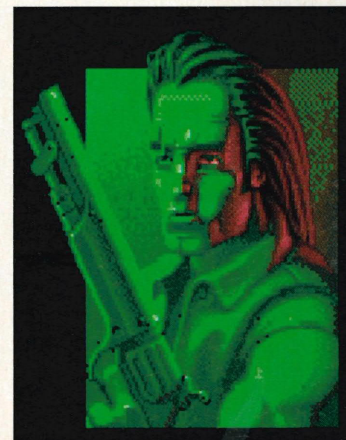


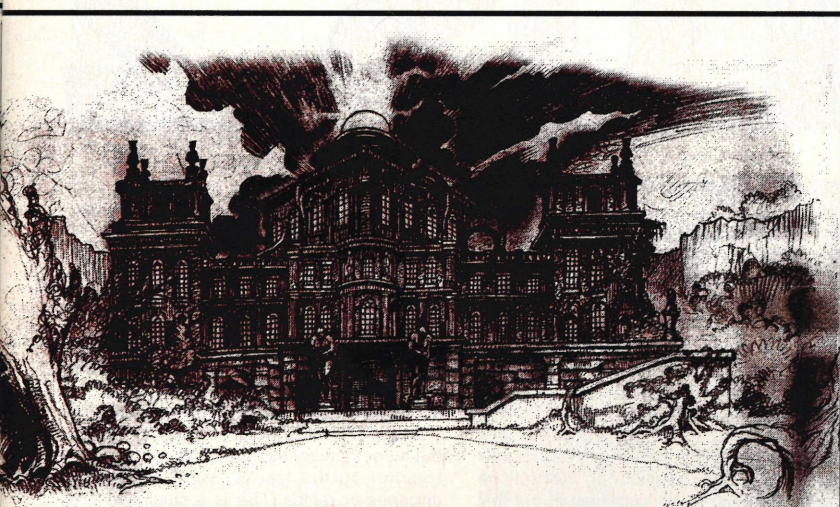
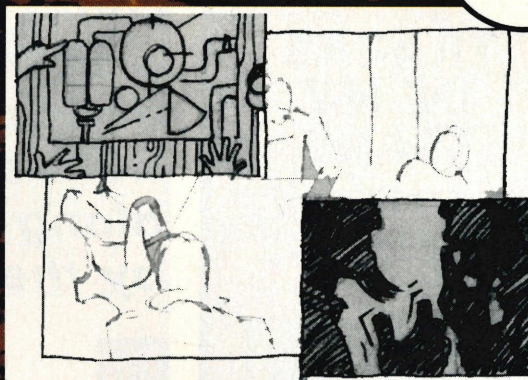
JOHN

WORKING TOGETHER

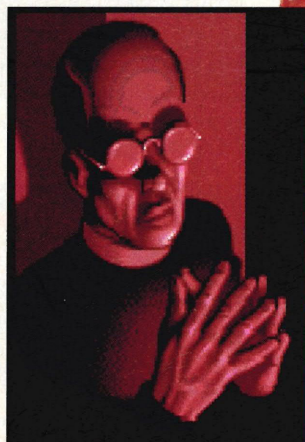


Working as a team is of paramount importance if you're to get through all of the levels in the game. While one player advances the other must cover his back at all times



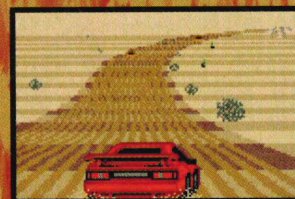
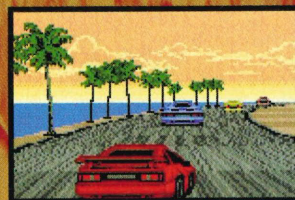
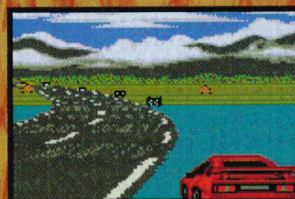
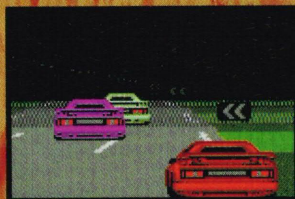
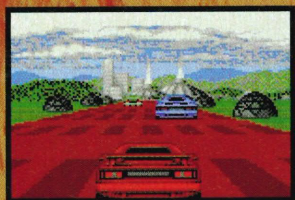


SPREAD WEAPON



TRACKS OF MY TEARS

There are many different types of tracks available in Lotus 2. Here are a few screen shots of some of the tracks you will play on during the game.



Looks like EA is having a pretty good month, doesn't it? Just when we thought we'd seen all of its titles, along comes a speedy game by the name of Lotus 2.

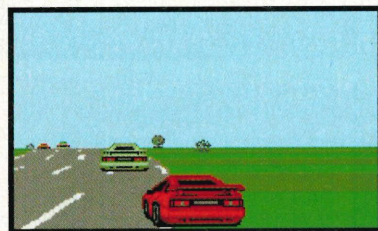
LOTUS 2

REVIEW

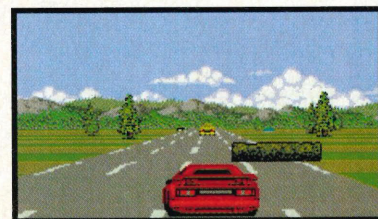
About a year ago, EA released the original Lotus game which was converted from the highly acclaimed Amiga version. At the time it was hailed as a classic because it was fast, playable and had a two-player head-to-head option. The Amiga game spawned two sequels, and Lotus 3 has now been converted to the Mega Drive under the moniker Lotus 2. Confused? Yep, so was I, but it's a great game so who really cares?!

Normally when a sequel is released, it never improves on the original, but thankfully Lotus 2 does. Initially the game looks exactly the same as its predecessor, sharing the same viewpoint from behind the car and the split screen in two-player mode, but on further inspection everything has been updated.

Graphically, this is far superior to the original with much smoother motion, but most importantly it really does give you the



See that grey stuff? That's the road that is and you want to stay on it



Logs are nasty obstacles. Hit one and you will go sailing up into the air

impression that you're travelling at high speed. Sound wise there are now four choices that can be selected by tuning in the radio at the beginning of each race.

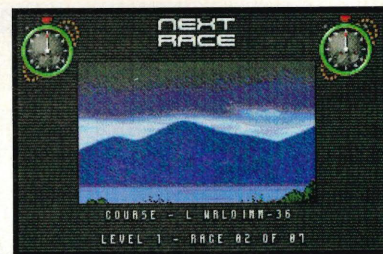
SPEED CITY

The most important difference however, is the RECS feature, which incidentally stands for Race Environment Control System. Basically what this means is that it is possible to design your own tracks. To make things easier, the programmers have decided against the system used in games such as Racing Destruction Set on the Commodore 64, which displayed a grid that could be filled with track parts to build a complete course. Instead a list of option sliders are displayed that can be increased or decreased with the press of a button. If you want lots of corners, then select the

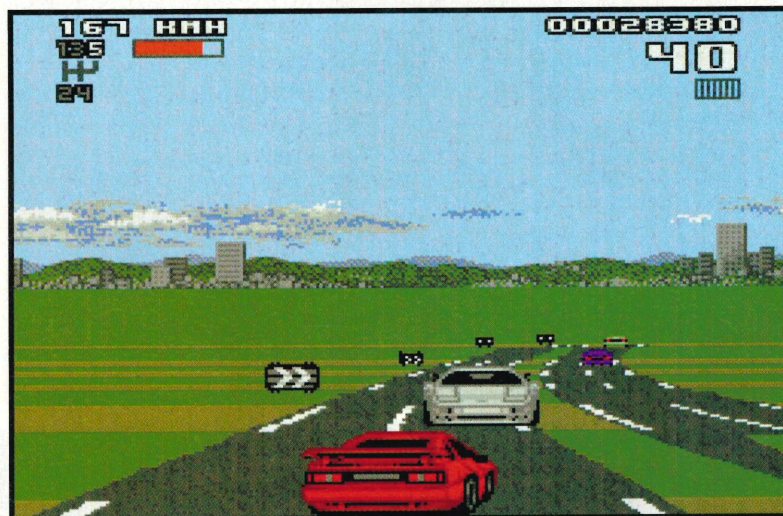
corner option and slide the pointer up to maximum. Similarly other things like how hilly the course is, how many obstacles or other racers there are and how sharp the corners are can all be changed.

When all of the sliders have been adjusted to the desired levels, the computer will automatically work out the design and print a password so that the course can be used again at a later date. This is an ingenious method which saves all the slog of putting Scalextric pieces all over the screen, but it does mean that you can't put personal touches to the tracks, such as deadly chicanes or ramps. This is a small sacrifice though, because apart from this the RECS system is flawless.

Along with the definable tracks, there are a large number of set tracks that can be raced on. In 'normal' road, each race is



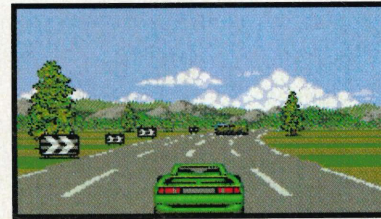
At the beginning of each race a nice piccy shows you what to expect, and says how long the course will be



Oh dear! The last thing I need when I'm racing at high speed is to meet someone coming the other way!



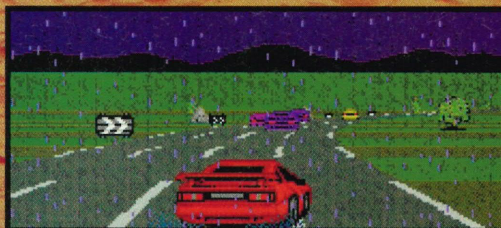
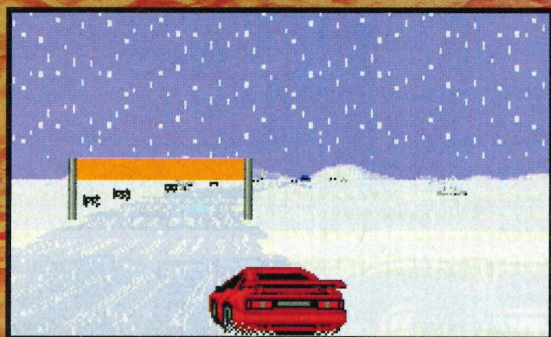
There are three different cars to choose from but the Esprit is by far the best



Fuel is scarce - use the pits to refuel, but don't spend too long doing it

STORMY WEATHER

Weather plays quite an important part in the game. On most tracks it is sunny, but stuff like snow or wind can really affect your car's performance.



against the clock, and although there are other cars on the track they aren't actually in the race. This option is primarily for speed freaks who like to charge through each track as fast as possible!

BILLY WHIZZ

Championship mode lets each player enter a large tournament against other computer controlled cars. This adds a real feeling of competition, but it will doubtlessly have you swearing when you're in first place and someone rams you off the track! In this mode there is a fuel display at the top of the screen which goes down rapidly. By pitting-in it is possible to refuel, but this loses valuable seconds. However, if you study the course and use a bit of common sense, the amount of fuel required can be correctly gauged resulting in optimum refuel time. There is nothing worse than leading a race all the way and running out of fuel just before the finish line!

There are a number of other racing games available at the moment for the Mega Drive, but only a couple of them have the all-important two-player mode as seen in Lotus 2. One of the best ones we've seen recently is Domark's F1 Challenge, and of course there is also Electronic Arts' Road Rash 2, so Lotus 2 nicely fills an empty space in the market.

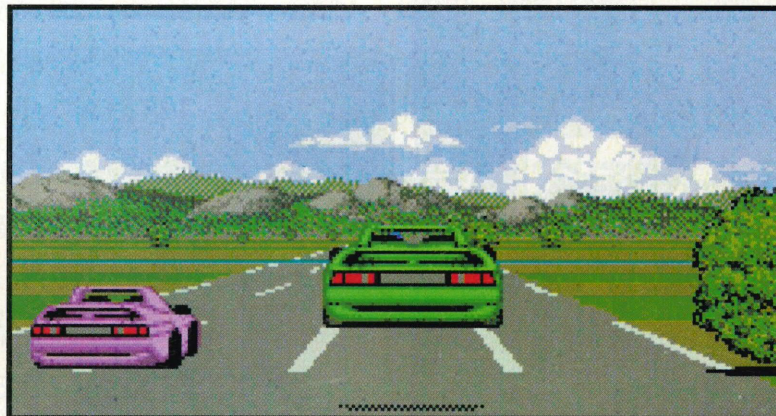
I could imagine that some players might eventually get bored with this due to the repetitive nature of the game, ie just racing all the time, but fans of this genre will love it and the track designer means that it will last for ages and ages. I would recommend this game highly!



RICH

SECOND OPINION

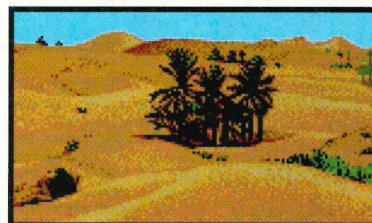
This is an improvement over the original, there's no doubt about that. However, if I had forked out forty quid for Lotus 1, I certainly wouldn't rush out and buy Lotus 2! The RECS thing is great and many of the new features are good, but is it a worthy sequel? No, not really. Worth checking out if you are into this sort of thing though. **GERRY**



This is not a good position to be in. I always thought cars were supposed to have the wheels within at least two feet of the ground!



Two-player fun is in abundance here. The game has only just started and red has zoomed off into the distance

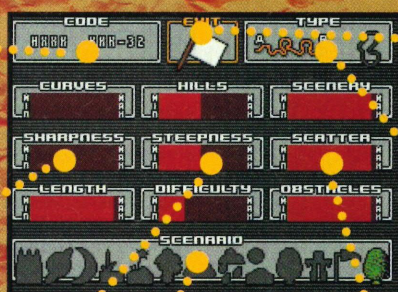


RICH WRECKS RECS

The pass-word for the course you have designed is displayed here

Use to change curves, corners and overall length of the track

The steepness of the hills and the difficulty of the track can be changed here



There are a grand total of 13 different track styles to choose from

Select this icon to end the designing session

Want to design a circuit or a long and winding track?

Change amount of scenery and scatter and the number of obstacles using sliders

LOTUS 2

PLAYERS: 1/2

DIFFICULTY: EASY

RACING GAME

GRAPHICS

8 Everything moves very smoothly, but the mist looks a bit dodgy

SOUND

7 Four decent tunes and some bog standard engine noises. No speech

PLAYABILITY

7 Plays well, especially with a mate

DURABILITY

8 There are loads of pre-defined courses and the RECS will keep you going for ages

UPPERS

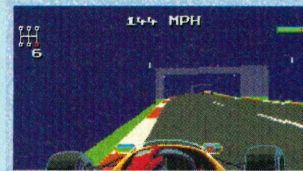
- ▲ Good impression of speed
- ▲ Weather conditions affect handling in a realistic way
- ▲ Two-player laughs

DOWNERS

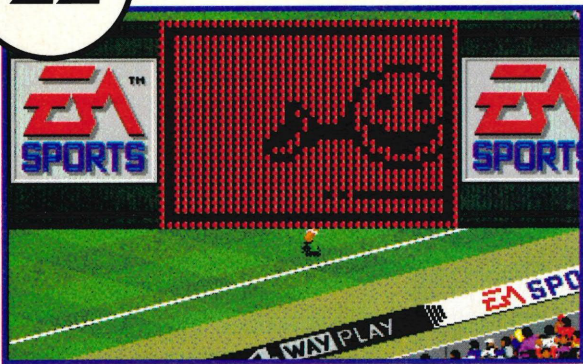
- ▼ It's ANOTHER racing game!
- ▼ Both players must drive the same type of car

ALTERNATIVELY

Obviously Lotus 1 is a similar game, but racing fans will probably prefer to go for Domark's F1 Challenge instead. It's very fast and lots of fun, but isn't as accurate as it could be.



85%



The EA scoreboard. This will flash up stupid messages and all manner of visual delights for the enjoyment of the fans if the game becomes tedious

THE TEAMS LINE UP



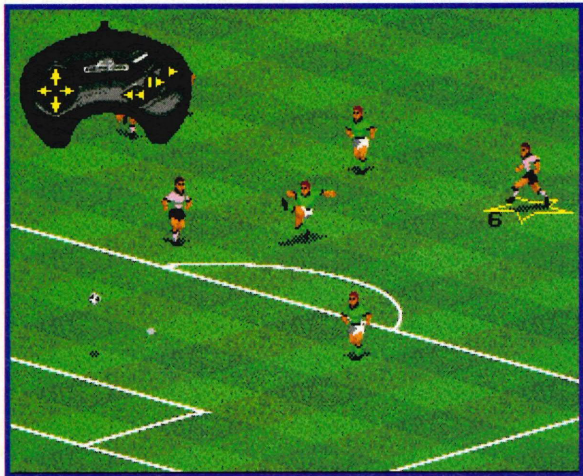
Choose teams - I'll go for the Germans and the computer has opted for Northern Ireland. Two minutes per half...this should be a walk over



On paper the German team looks far superior, but this Irish team are young and enthusiastic

FIFA INTERNATIONAL SOCCER

With the World Cup hovering just around the corner, open season on football games has well and truly been declared on the Mega Drive. May the best game win...



The Irish strike force battle through the normally solid German defence and have a crack. Not the easy game the Germans were expecting



After forcing a corner, expectations were high. However, the first-time ball into the box was disappointing, going straight into the hands of the German 'keeper

REVIEW

FIFA International Soccer (known as EA Soccer to us) has been in the pipeline for quite some time now and the chaps at EA have been promising big things from it. Winning the official FIFA license is no mean feat, and as such we've all been hoping for a footy game which will be up to the task of bearing the FIFA name.

When it comes to sports simulations, Electronic Arts is certainly on home ground. It has been responsible for what are possibly the two most successful sports games ever, the Madden and NHLPA series, both of which have spawned a succession of worthy sequels. There is only one slight problem though, the development team are Americans and we all know what they will do to our sacred game of football given half the chance - make the goals larger and change the rules. I'm almost scared to turn this game on...

From the outset things were never going to be clean-cut for EA on this one. The release of FIFA Soccer almost coincides with the release of that legend among footy games, Sensible Soccer, arguably the single most playable Mega Drive game to date. Bad timing perhaps, but I shall not automatically write EA's game off though, let's see what this thing plays like.

IT'S A SCREAMER

From the opening screens I got the distinct impression that EA Soccer was aimed directly at the US market. The John Madden-style opening shots feature one of those irritating American sports presenters welcoming us all to the game, with the only thing missing being the phrase "Have a nice day". This immediately confirmed my fears of a 'fur coat no knickers' type of game.

As soon as this screen is switched off, you head straight into the options screen to decide what type of game is to be played, with all the usual choices included - tournament, league and something our transatlantic cousins have included themselves, the play-offs. Play-offs...surely they're thinking of the wrong type of football?!

All that remains now is to get right in there and choose your team. Only the international sides are here, and in a tribute



The intense pressure has paid off. A surging run from midfield, a quick shimmy round the first defender, a better of a shot and it's Northern Ireland 1, Germany 0. What a start for this young Irish team

Player Selection



No.	Player Name	Speed
16	M Rudi Jantz	85
17	M Heiner Klingel	90
15	M Friedrich Meinz	79
8	F Brian Plank	87

Up/Down-Select
A-Pick C-Cancel

The Germans go for the usual tight-at-the-back, pack-the-midfield tactics. Why not, it's won them three World Cups



The Irish win the toss. Those 3000 Northern Ireland fans are making a hell of a noise



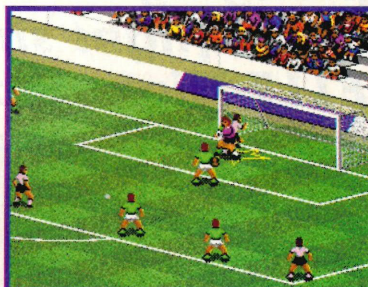
ATIONAL



And still they come at this over-confident German team. What a night for Northern Ireland



The highlight of the game. A spectacular diving header from Ally McCoist which put the Scots in front



A quick German break is stopped in its tracks by a combination of solid Irish defending and decisive goalkeeping

to the graphic designers all team kits are splendidly reproduced and the players have the correct colour of skin pigment.

OH I SAY!

No real player names are included nor are star players, and each team is rated on its skills as a collective group, not on individual skills, very much like the team rating system on the Super Nintendo version of Striker. This may work well on paper, but in practise I do not go for this system. The idea that one team are better in theory than the other is fine, but if this is taken to the field of play then one player has an immediate 'real' advantage over his opponent. Perhaps I'm just a bad loser!

Then it's time to choose team tactics (The Americans have funny views on this too, but that's another story...) and-line up and dive straight into the game. The teams emerge onto what is the best-looking football stadium I've seen - with the incredibly realistic crowd chanting its support, it could be any Saturday afternoon down at Morton. The player sprites are big and look great as do the fans, ref, goals and the pitch.

So it all looks great, but what about the actual gameplay? This is the unfortunate part. All the players move superbly and can perform all sorts of fancy moves, flicks, overhead kicks and diving headers, but the

overall feel of being in control is just not there. The players are relatively easy to control with basic kick, pass and tackle functions relating to the A, B or C buttons. The more complex moves take slightly longer to get right, but can be mastered easily. However when passing, dribbling or shooting, luck seemed to play a larger part than my skilful playing, and the same applied to anyone I played against (up to four players at any one time).

The tactical element of football does not actually come into things here. No intricate weaving of passes can be strung together, it is more simply a case of barging straight in there and hoping for the best, which is not my idea of what football is all about. The Americans have almost got it right - the game looks great, the crowd sound brilliant and every small feature under the sun is here including an excellent action replay feature that is superior and more fun than the majority of Mega Drive games knocking around at the moment. However one vital element is missing, the gameplay.

EA is on the right track - better luck with the inevitable FIFA '94. A look at the set-up of Sensi with all its 'realism' relating to the actual game of football could do the developers no wrong.



GERRY

SECOND OPINION

It is such a shame that there are so many football games coming out all at once. For ages the Mega Drive hasn't had any decent ones and then loads of them come out all at once. FIFA Soccer is actually a very good game, but it pales into insignificance when compared to the likes of Sensible Soccer. Sensi requires the player to use a lot of skill to intercept passes and get the ball off the other player, but it seems FIFA just requires you to thrash the joystick to get possession of the ball. Sensi is a more tactically based game which die-hard football fans will love, whereas FIFA is more arcade based. The other main niggle I had with it is that it's almost impossible to score against the computer-controlled goalies. They are supermen! The ball can be flying into the top corner of the goal when suddenly the goalie will pluck the ball out of the air and kick it back into play again. It's a great game but personally I prefer Sensible Soccer. **RICH**



EA SOCCER

PLAYERS: 1/4
DIFFICULTY: EASY
SPORT SIMULATION

GRAPHICS

9 The strongest element of the game. EA Soccer looks superb. No detail has been missed

SOUND

8 Also brilliant. The singing crowd add immensely to the proceedings

PLAYABILITY

7 Confusing. Not being in total control can be frustrating. Even after mastering the controls things are still muddled

DURABILITY

7 It's well worth playing, but I fear the less serious football fan will go for this, the fanatic for Sensible

UPPERS

- ▲ Great sound and visuals
- ▲ The cool action replay feature
- ▲ The players can score some spectacular goals

DOWNERS

- ▼ The game is simply not deep enough
- ▼ Not enough emphasis is placed on tactics

ALTERNATIVELY

The ultimate football simulation, Sensible Soccer - it's tactical, heart-stopping, violence-inducing and friend-losing.



80%

So this is the
opposition - Soviet
MiG-29s and 10
ground targets. No
problem, bring them
on!

ENEMY AIRCRAFT: 10
ENEMY GROUND UNITS: 10
ENVIRONMENT: DAY
TIME LIMIT: 3 MIN
DIFFICULTY LEVEL: ROOKIE



Over we go to the left
and I've managed to
lock my air-ground
missiles onto an enemy
storage tank. It's
huntin' time

Phew, that was close!
My incredibly fast
reflexes managed to
loose off a few quick
bursts of machine-gun
fire that severely
damaged the Fox Bat
attack aircraft

F117-NIGHT STORM

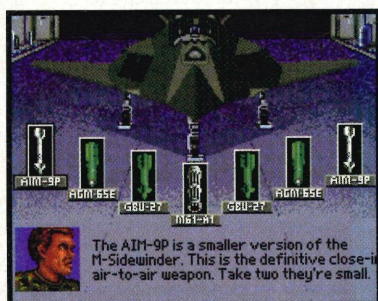
REVIEW

Known more for its expertise in the world of sports games, Electronic Arts is now plunging into the frail Mega Drive flight sim market with F117-Night Storm.

Since its conception the Stealth fighter has always been the type of thing dreams are made of. Who out there has never fantasised about flying the sexiest, sleekest plane in existence and having all the power of a hi-tech jet fighter at their fingertips?

Since the advent of home computers and consoles programmers (Not to mention plastic model firms) have had a field day and have made a complete mint from the Stealth fighter. About three years ago Amiga players paid out loads of cash and catapulted F-17-Stealth Fighter to the top of the flight sim league.

So how will this top-notch game transfer to the Mega Drive? We all know flight sims are not the machine's strong point, but if you are prepared to accept a few shortcomings and give a couple of yards then in my view



The AIM-9P is a smaller version of the M-Sidewinder. This is the definitive close-in air-to-air weapon. Take two they're small.

A sharp
turn to
the right,
engage
weapons
systems
and it's a
lock on a
MiG. Now
what was
difficult
about that?

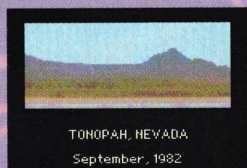


What a fine shot! One down, several hundred to go

I'VE NEVER SEEN ONE LIKE THAT



I'm Bear and my plane's Toxic. We are those legendary party animals of Stealth Squadron



TONOPAH, NEVADA
September, 1982

Pilot training
school's here
for summer.
Here we go for
eight weeks of
intensive
training and
riding my Harley
into the sunset.
Great fun!



MISSION SUMMARY: TRAINING - DAY 1

Gentlemen, you have been hand-picked to pilot the most technically advanced strike aircraft in the world, the F-117A Stealth Fighter. Today you will utilize the Forward Looking Infrared (FLIR) and Downward Looking Infrared (DLIR) targeting system to vector in a F-16 from the 388th TAC Wing from Hill AFB, Utah.

That's easy for him to say...

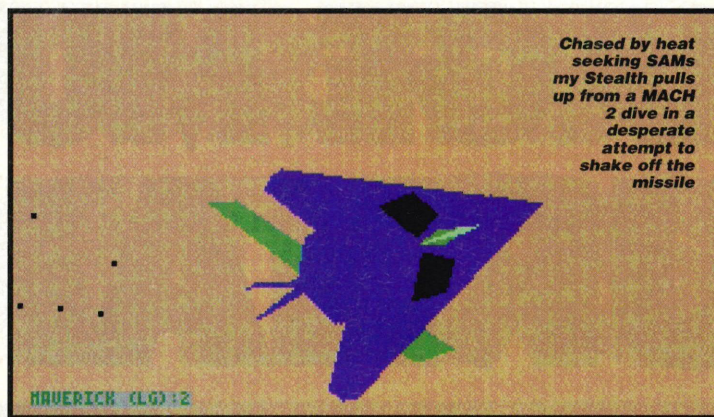


All the boys turn
up to give me a
helping hand. Oh
no, what's the
secret signal?
Now let me
think...



I've got a missile
lock. The enemy
garden shed is in
for it now

Gotcha, Toxic Avenger. We have a solid
acquisition link. We are inbound. Standby
for weapons release...



NIGHT STORM

EA has designed what is the best flight sim to date on this trusty old Sega machine.

Now I was never a great fan of the Sega version of F-15 or MiG-29, but that is not to say that both of them did not have their moments. Both games feature all you would expect from a flight sim – a training scenario, campaign modes and the inevitable 'What if?' option. F117 is no exception and includes all these too.

The training mission is the best place to become acquainted with the control system and all this high brow training takes place in the Nevada Desert – the place where that handsome hunk of a male Tom Cruise raced his motorcycle and occasionally hopped into the cockpit of the F-18.

The training mode will enable you to fine tune all those tricky things that are essential to all pilots, such as guiding 'Paveway' bombs by remote control and actually flying several Mavericks (bombs containing 2,000lbs of explosive) to their

destinations, which are usually 'hard' targets such as bunkers which require two or more direct hits before being declared inoperative. Each of the training missions must be completed before you are judged a good enough fly boy to enter an actual theatre of war.

UNDER COVER OF THE NIGHT

The mission scenarios are historically correct and take place in what is considered contested air space – areas that we usually associate with the USAF such as the Gulf (Desert Storm scenario included), Central America, Libya, Cuba, Bosnia and a number of others.

Each campaign is split into several missions which range from the destruction of enemy bunkers and heavy industry, to air-to-air combat using the most sophisticated aircraft the enemy can crowd the skies with.

These aircraft usually turn out to be MiG-29s supplied to the enemy when the Soviets were the bad eggs.

F117 is a remarkably easy game to get to grips with which should please the less impatient gamers out there and does not require any detailed manual reading before you can get airborne. EA has included an Arcade Mode which simply enables players to jump in at the deep end, without any training and to take on the cream of the enemy air force and wipe out all ground opposition. The difficulty ratings go from Rookie to the incredibly difficult Top Gun and the number of enemy planes and ground targets can be adjusted to suit your own personal fetishes.

MASS DESTRUCTION

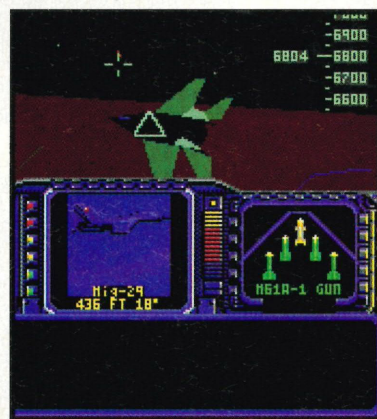
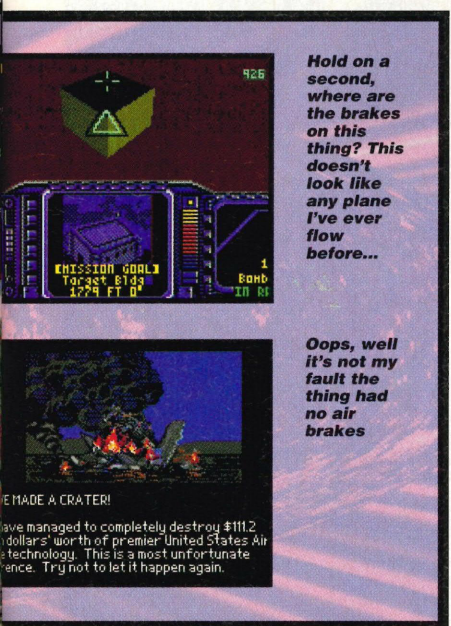
Graphically, F117 suffers from the usual mishaps we associate with Mega Drive flight simulations, but Electronic Arts has taken all the limitations into consideration and for a small price we have what amounts to, in my opinion, the best flight sim released on the Mega Drive.

The lack of ground detail is compensated for in more ways than one, such as the detail paid to enemy ground targets and the detail and speed put into the enemy fighters, along with a very smooth screen update minus the usual jerkiness.

Anyone looking for a flight sim who has come to terms with what the Mega Drive is and is not capable of would do pretty well to go for this. Remember though, it's not Flight Simulator 5.0.



GERRY



The MiG streaks away into the night with the Stealth in hot pursuit

F117-NIGHT STORM

PLAYERS: ONE

DIFFICULTY: MEDIUM

FLIGHT SIM/SHOOT'EM-UP

GRAPHICS

7 Smooth and uncomplicated. The out-of-plane views work fine as do the cockpit interiors

SOUND

7 Includes just the noise of the engine, machine-guns, air-to-air missiles and explosions

PLAYABILITY

7 Initially easy to access but the missions become very difficult. A bit on the frustrating side at times

DURABILITY

8 A vast array of missions and a password system so you can leap straight back in where you left off

UPPERS

- ▲ Smooth screen scrolling and plenty to do
- ▲ Doubles as a flight sim and a shoot'em-up

DOWNERS

- ▼ Not intended for all-out action heads
- ▼ At times frustrating
- ▼ May be a little boring

ALTERNATIVELY

There's MiG or F-15 – I would go for MiG-29. It's a good flight sim that plays well and has loads of variety. It's worth the cash and is a worthy alternative to F117.



85%

SECOND OPINION

EA has done a great job in converting this classic flight simulation over to the Mega Drive. Normally such games require a keyboard because there are so many different controls, which is why up until now most flight sims have been a bit on the poor side. The different views are great and the wide range of objectives make this a great game. RICH



TEENAGE MUTANT TOURNAMENT

REVIEW

The Ninja Turtles craze has thankfully died down, as was shown by the lack of success of the third film, *Turtles In Time*. So why are they back in a second Mega Drive game? The answer is simple – Konami has realised that the first game wasn't actually very good and has designed a new game depicting the turtles' more vicious side.

Tournament Fighters is based on a series of one-on-one fights where the player can only control one of the four turtles or one of their four friends. All of these eight creatures have been cloned by the evil Krang and it is these clones that you are battling against. Each character is slightly different and has a unique fighting repertoire – not only can they use their individual weapons, they also have a couple of special moves that are executed by performing a combination of joystick presses. If timed correctly these special moves can seriously cripple your opponents, but beware, your

Will they never go away? Those four dudes from the back of your lunch-boxes are back again, and this time they're meaner than ever.

enemy also has the ability to perform these moves. After beating the eight clone fighters, more challengers appear until eventually Krang is defeated and the Turtles' Sensei, Splinter, can be rescued.

KICK SOME SHELL!

The more astute of you will realise that this so-called original game is in fact a blatant rip off of *Street Fighter II*, warts and all, with different characters but that's about it. Even the writing on the title screen looks the same. However, they do say that imitation is

the greatest form of flattery, so surely copying such a great game isn't that bad if the end result is as good as the original? Unfortunately, Tournament Fighters doesn't match up to the high standards set by *SFII* SCE (which will be out at the same time), although it does come quite close.

Anyone who is a fan of the Turtles' comics, cartoons or films will love this game. Each character is faithfully reproduced with their respective weapons and there are also a couple of new people introduced. Leonardo is the leader of the gang and

carries two Katana swords, Donatello is the brainy one of the bunch and wields a mean Bo, Michelangelo may be a bit stupid but is an expert with the Nunchakus, and Raphael carries his Sai along with his bad attitude.

Channel Five reporter April O'Neal is along with them and it seems that she's also been taught how to fight using her mean set of nails. Casey Jones, the full-time vigilante, is also along for the ride with his ex-pro hockey stick. If this gang wasn't weird enough for you, a strange bat creature called Ray Fillet and a beetle with a very



All eight heroes are ready for action. Choose the one you want and off you go



April O'Neal, ace reporter and all-round dirty fighter

Armed with his Sai, Raphael can grab hold of his opponents and stab them repeatedly



Casey Jones is a mean and ruthless vigilante. One of his moves lets him drop time bombs that explode in a hail of green pain



In the forest world, Clone Sisyphus has the advantage. What a lovely horn you have there, mate



HERO TURTLES FIGHTERS

Leonardo falls foul of his evil twin clone. Just who or what on Earth is that in the background?



large horn have also decided to join in the fight to rescue Splinter.

SHELL-SHOCKED

The problem with this is that along with Mortal Kombat and Fatal Fury, it falls into the 'Way Of The Exploding Fist' category of game – if you constantly repeat specific moves you will always win. When playing as Raphael for example, it is possible to repeatedly grab and stab each opponent, making very short work of them indeed.

Anyone that decides not to cheat in this way will come up against the other downside to the game – it is very hard, even on the easiest level. This isn't a problem if you really like this sort of game, but being kicked in by the first character for the umpteenth time in a row is very annoying. Why couldn't SFII have been copied just that little bit more with the opponents getting progressively harder? This way players would be less likely to get demoralised and would have the chance to learn the special moves gradually.

These moans aside, this is a competent beat'em-up and although it is not as good as SFII, it beats any other similar games around at the moment, including Mortal Kombat. It may not be original and it is pretty tough, but Tournament Fighters is very enjoyable to play, especially if you're a Turtles fan.



RICH

SECOND OPINION

Turtles relies on heavy Street Fighter II influences, but fails to implement them very well, for example the near-impossible to perform special moves. On the whole, the product pales in the shadow of the mighty SFII. ANDY



HEROES IN A HALF SHELL

Splinter, the Turtles' Sensei, was meditating one day when four cloned turtles burst in and kidnapped him, whisking him away to dimension X. Cowabunga! Off go the Turtles with four of their mates in tow to kick some shell and rescue Splinter....



Splinter meditates peacefully..



My sons?



Meanwhile, in the sewers of Manhattan..



Greetings, Turtles.. your master Splinter is ours, now!!



You can count on us! We're with you all the way!!



I don't remember this mutant beetle, Sisyphus, from the films or comics



What an action-packed screen shot this is. Both good and bad Turtles have thrown their projectiles and for some reason Michelangelo's hand has caught fire



Apart from being a top ninja, Clone Michelangelo is a dab hand at growing flowers and other horticultural things

TURTLES

PLAYERS: 1/2

DIFFICULTY: HARD

BEAT'EM-UP

GRAPHICS

7 The cartoon characters are faithfully reproduced

SOUND

6 There is a lot of speech here, but it is of very poor quality

PLAYABILITY

7 Fast action with loads of moves and special techniques

DURABILITY

6 Difficulty level is off-putting

UPPERS

- ▲ Looks great
- ▲ Fast action
- ▲ Lots of moves

DOWNERS

- ▼ Not as good as SF II, but then again what is
- ▼ Unoriginal

ALTERNATIVELY

This game is merely a tribute to Street Fighter II, the ultimate beat'em-up. As an alternative, I suggest you go down to the shops and buy two six-button pads and SFII SCE.



78%

AN EVERYDAY STORY OF



One day, Ronald was walking in the magical forest.

It was a nice sunny day, bees were humming, birds were chirping. In fact it was the ideal day for a stroll



And found a small piece of paper under a big tree.

A discarded copy of Penthouse per chance? The Magical Forest is a bit like Hampstead Heath for that sort of thing



"What's this? It looks like a piece of a treasure map."

Yeah, so he's claiming anyway, but would you trust a man wearing a red nose and a clown outfit?



"I wonder where the rest of the treasure map is. Ronald didn't know."

Yes, Ronald didn't have too much in the upstairs department. He's a sort of 'Lights are on, but there's no one home' kind of bloke



In his first game he saved the world. What is old Ronnie up to now? The destruction of Wimpy?

RONALD MCDONALD TREASURE HUNTER

REVIEW

M

ick and Mack: Global Gladiators, the first excursion into the console market for McDonalds, received warm to mediocre reviews when first released six months ago.

This latest offering is a far cry from the environmentally-friendly Mick and Mack – there's no clean up the world rubbish here! This adventure is simply a platform game which happens to feature the McDonalds' clown, out to find three-quarters of a treasure map which is being held by three characters who certainly did not attend Sunday School

No game featuring McDonalds would be complete without a little buying or selling. Ronald doubles as your sales assistant flogging rings, 1-ups and so on

and bible class when they were nippers. So off Ronald tramps to recover the three shreds of the map and ensure the complete map does not fall into the wrong hands.

Ronald first finds himself cast into the domain of Gain Tomato, who by lucky chance was the first person to find one quarter of the treasure map and is determined to hold on to it by every means at his disposal...and this guy has friends in high places.

A REAL GEM

Ronald faces all the old platform dilemmas in this section, the likes of which we have seen many times before and which have been defined in far more intelligent and superior ways. As we have also come to expect Ronald can collect money, gold, rings (hmm, that's an original idea) and 1-ups found abundantly all over each stage.

When enough money or jewels are available Ronald can enter a small shop and purchase extra energy and lives. These run-of-the-mill enemies seem to mainly consist of dragons sporting stripy T-shirts rarely seen this side of the '70s and small Farmer Palmer-like chaps (The Gettorrrrrrr My



Ronnie boy shows off his fantastic balancing skills on the aerial slide. Try this at home kids, it's great fun



(Above) Two lovely ladies give Ronald a helping hand. The dirty old devil



In through the gap in the snappy tree our man goes. Does he know fear? Well, he eats Big Macs and wears bright red shoes. So, no, he knows no fear!



Up he goes, riding on the crest of a wave, smiling as ever. This game is crap!

It's Mr Frog. Mr Frog will help us cross the nasty river and avoid the nasty fish that live in the river. Good old Mr Frog



Ron stops to pose before he completes the first stage of the Magical Forest. What a prat

NORMAL FOLK



By Jove, Ronald was telling the truth - it was a treasure map after all. Well, part of one at least!



But three other guys found the other parts of the map.

Uh-oh, it looks like these guys are all out enjoying the Magical Forest too! Something tells me that this isn't going to be just any old day!



"OK!! Let's go for a treasure hunt!!"

A treasure hunt sounds like a good idea - the pubs don't open until seven so a brisk walk will just have to suffice



This is the start of Ronald's adventure with a piece of the map in his hand.

Aha, Ronald sets off on an adventure and a platform game spin-off. Will this game be any good though? Well...

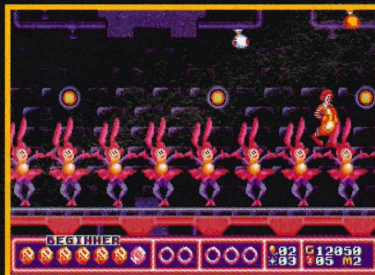
McDONALD'S TREASURE HUNT ADVENTURE

Lannnndd character featured in Viz). Chuck in a few bees and turtles and that about wraps it up on the bad guy front for stage one.

In his defence the burger boy has a magical scarf which can haul Ronald up and over many previously unscalable objects. However, the sad fact remains that when the going gets tough the tough break out the weapons and start shooting anything that gets in the way, and Ronald McDonald is no exception to this rule. Armed with his magical hot, which emits a swirl of buzzing stars, Ronald proceeds to murder and mutilate the small animals of the forest.

ALTERED IMAGES

To write this off as a complete pile of rubbish would be jumping the gun to a certain degree. Now misquote me not, this is rubbish incarnate but several of the obstacles which



must be overcome are well worth mentioning and it seems a pity that these (very small) segments of the game are overshadowed by the large percentage of Treasure Hunt which is awful.

The first of these areas features a large waterfall, loads of rotating platforms and snapping fish. Here Ronald must leap from one moving platform to another and cross the waterfall. Good reflexes and timing are called for and a little patience. More than one platform game has incorporated a stage

such as this, but in Treasure Hunt this is constructed very cleverly.

The next interesting little stage is a race against the clock in which Ronald must reach safe areas before a torrent of water cascades down upon his lovely outfit. This again is not high in the originality stakes but its execution and simplicity give it that little edge.

THAT'S MAGIC!

Despite this though the bare facts remain that Ronald McDonald's Treasure Land Adventure is one of a number of platform games that are well past their sell-by date. Compared with one of the more recent batch of platform games currently on release such as Aladdin or Cool Spot, Treasure Hunt comes a very poor second.

Treasure Hunt was never destined to reach the European market, it was intended only for release in Japan where the gaming population seems to go for these inferior games. I have a sneaking suspicion that this is for the junior player - the place best suited for it!



GERRY

More women seeking the attention of Ronnie. He's a bit of a lad!



Now it's time to dodge the Foo Fighter things. Again the action is a tad easy but well done nonetheless

RONALD McDONALD

PLAYERS: ONE

DIFFICULTY: EASY

PLATFORM

GRAPHICS

5

Colourful and well designed. However it is really dated compared to more recent games

SOUND

4

The standard irritating backing theme that changes with the stage

PLAYABILITY

7

Surprisingly easy to get into. Once around each stage should be enough

DURABILITY

6

No real lastability - I couldn't imagine wanting to play it for more than a couple of hours

UPPERS

▲ Ideal game for the kids or a beginner

▲ Controls well enough

DOWNERS

▼ Far too old and dated

▼ Easily completed

▼ Not worth the price tag

ALTERNATIVELY

Try Mick and Mack: Global Gladiators - it's everything you expect from a platform game and more - we gave it 83 per cent. Also worth a look are Aladdin, Addams Family, Sonic CD and Cool Spot.



66%

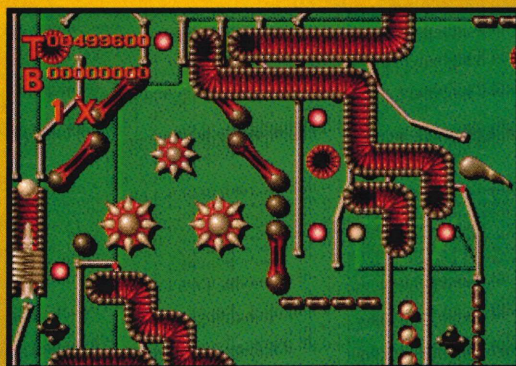
SECOND OPINION

This is a very poor excuse for a game - tired ideas, bland graphics, dodgy sound - which are all bound in a very weak licence deal. Treasure Hunt doesn't come within a mile of Global Gladiators for quality and I doubt if the same game would have been released if it wasn't for the McDonalds' tie-in.

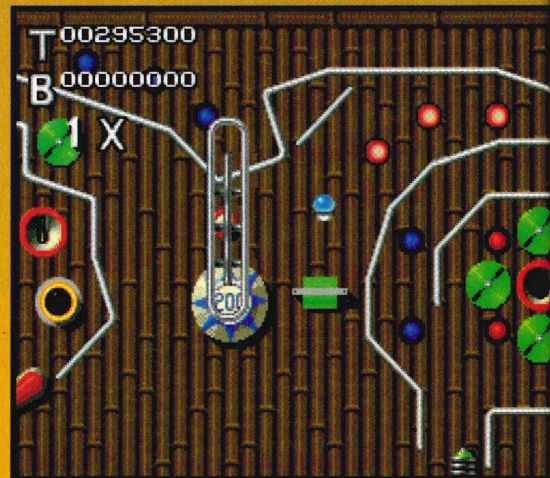
There are far too many decent platform games available for the Mega Drive at the moment, The Addams Family and Sonic CD being two of them, so my advice with this particular piece of software is to treat it like the gherkin on a Big Mac - leave it in the box and forget it ever existed. ANDY



EA proves that the Mega Drive sure plays a mean pinball. Rock on, Tommy!

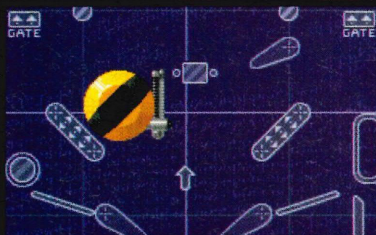


Some of the courses are unlike any arcade pinball machine that you will ever see. This gory course has bones for flippers and blood spurts from the buffers when hit!



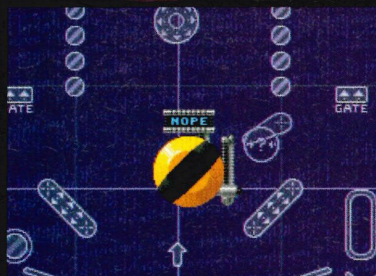
Many familiar features are included in the tables, such as buffers, elevated tracks, flashing lights and rebounding gateways

HERE'S ONE I MADE EARLIER



2 After you've decided on a basic design (your table can be as small or large as the default tables), you can then start adding all the special little features such as gates and buffers

1 To create your own course you must first enter a blueprint table and then call up the menu screen to select the features for your customised table. It is probably best to start with the flippers and then build on it from there



3 Items cannot be overlapped - a short sharp "Nope" will put you right. If you have made a mistake you can destroy any item using the menu screen



4 If the blueprint graphics are causing confusion, you can select a background and a design for the table parts while you make the finishing touches to your table



5 When you're satisfied with your design, you can play. You can still return to the table and make any further necessary adjustments. Don't forget to save your design!



On any of the standard tables you can put the track editor to good use by chomping up existing features and replacing them with your own unique touches

One of our American rival magazines gets its logo on this Virtual Pinball table. Now why isn't there a Mega Drive Advanced Gaming table, I ask myself?



VIRTUAL

REVIEW

With the possible exception of Gametek's Pinball Dreams, pinball sims generally haven't had a good run on any format to date. The main downfall of most sims, using Dragon's Fury as a prime example, is that the tables are far too complex and surreal to be really captivating. It is also impossible to capture the passion and atmosphere of playing a real pinball machine. The thrill of violently smacking the flipper buttons, struggling with the launch mechanism and then bashing the machine in a vain attempt to get a successful tilt simply can't be captured in a computer sim.

WHO'S TOMMY?

Virtual Pinball offers no less than 14 tables, none of which are conventional by any means. As with most sims of this nature the viewpoint is centred on the ball, while the table smoothly scrolls vertically through roughly three or four screens. However, straying slightly from the norm, this sim also scrolls horizontally. Each table is divided into sections giving the appearance of two tables stuck side by side and joined at the hip to create a wider playing area.

Included within the tables are some smaller sub-sections that offer an enclosed playing area with a set of targets and flippers, allowing you to play a game within a game to pile up those points. Each elaborate table is riddled with the customary elevated tracks, buffers, bonus targets, a wide variety of flashing lights and multi-level flippers to create a genuine pinball design.

Many features have been introduced into the game that transform this from just your average pinball game into a veritable science project. Letting your

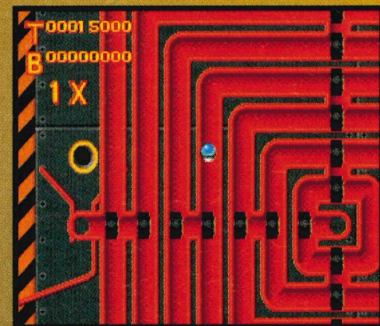
imagination run wild, you can alter all of the tables to cater for your individual preferences and gaming tastes, such as changing the design of the backgrounds or indeed the table parts themselves, or simply destroying and removing obstructions altogether.

BOUNCING BALLS

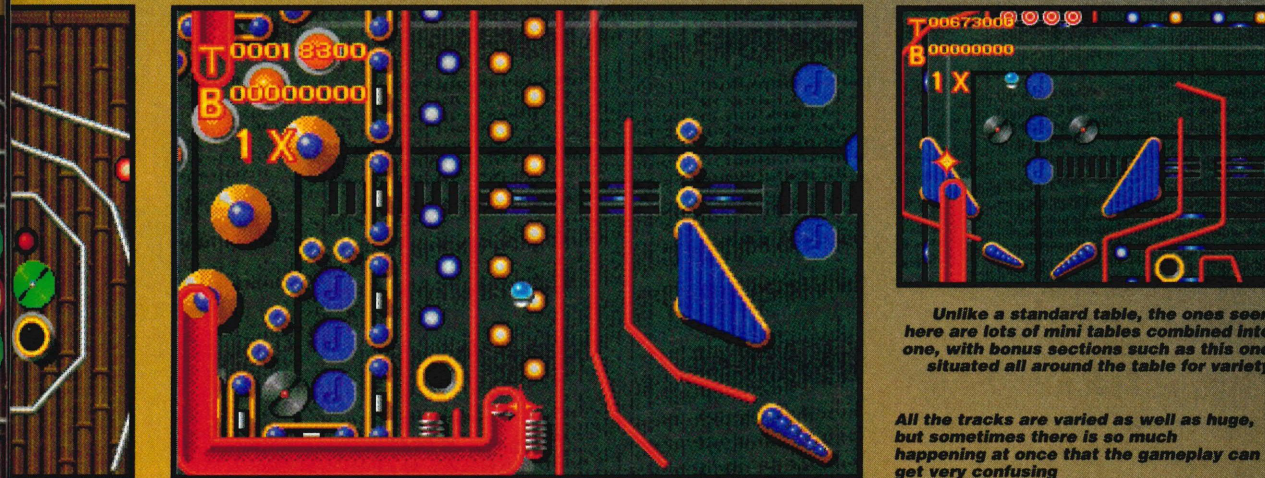
If however, merely rehashing existing tables isn't to your liking, you can start from scratch using the table editor and decide how simple or wacky the new table is to be. By using a simple menu screen you can paste obstructions and hazards onto your blueprint, select colours and machinery designs until you



None of the courses are conventional as you can see from this table. Using the multitude of flippers you must propel the ball to the top of the screen to enter secret bonus tables



This bizarre-looking course can only be found after completing the Flip In course, in which the idea is to get the ball into the centre of the tracking by rotating the black flippers. It is incredibly fast and frustratingly difficult



Unlike a standard table, the ones seen here are lots of mini tables combined into one, with bonus sections such as this one situated all around the table for variety

All the tracks are varied as well as huge, but sometimes there is so much happening at once that the gameplay can get very confusing

VIRTUAL PINBALL

are well and truly satisfied, and then eventually play. The 10-slot save option means you can really go to town here!

Although we have stated that there are 14 tables included within the game, that is really only the beginning. Bonus tables and secret screens are available if you complete some of the tables, the first of which consists of multi-flipper tracks of nothing more than row after row of flippers. By thrusting the ball to the top of this track you gain entrance to a new table that again has an exit, and so it continues. Just how many tables are here remains to be seen.

Graphically, Virtual Pinball is pretty basic. The background graphics are

mainly two-tone with the table parts having minimal shading, and although the colours are bright many of the tracks lack real depth. The scrolling however is very impressive – rivaling the speed of Sonic, the screen ricochets in all directions with relative ease and it is only on easy mode where the ball moves painfully slow that any kind of jerky movement is evident.

LOSING MY MARBLES

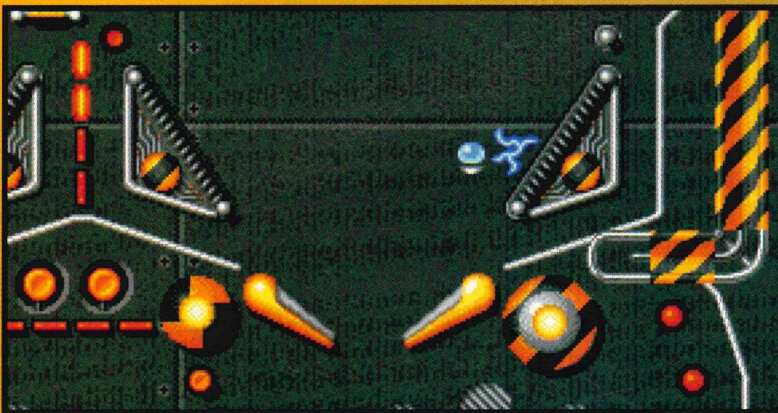
The main downfall of the game is that it is too elaborate for its own good. By involving such wild tables, you find that

there is too much going on to keep your interest, with all the sub-sections and secret tunnels. As a sim Virtual Pinball simply sprawls too much and you are left mindlessly thumping the ball up, down and across the table without any real aim.

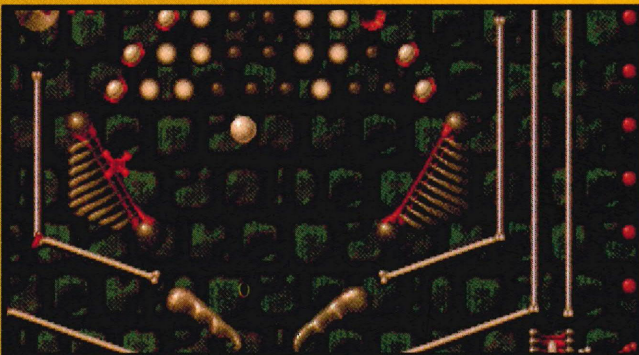
The beauty of pinball is the passion that is unleashed in the gamer when playing, but with this computer sim you feel none of the exhilaration experienced in an arcade. Don't get me wrong, Virtual Pinball is a well-executed four-player pinball simulation with plenty of fancy features and it will no doubt please those of you who have been waiting for a decent sim. However, as a pinball fanatic I would much rather spend the £40 down the arcade to capture that electric atmosphere.



ALLIE



When you hit the buffers some sort of animated outburst accompanies the collision such as sparks, stars or blood spurts!



As well as looking gory, this course sounds gory too, with eerie screams accompanying any contact with the table's mechanical parts

SECOND OPINION

I have never been a big fan of pinball, simulated or otherwise. In the arcades, I was the guy that always walked right past the pinball table to go and have a play on the air hockey machine. There was something about it that just didn't appeal. On the Mega Drive this 'something' becomes even more obvious. The graphics of Virtual Pinball are very good. There are a wide variety of tables and pinball parts to play around with, and I especially like the more gruesome bits in the game such as when you flip the ball onto one of the bumpers in the gore mode, and a great fountain of blood spurts forth. The table editor is also a very good feature, giving extended life to what would soon become a rather samey game. The real problem lies in the subject matter. Pinball is a game that is meant to be interacted with. If the ball doesn't go just where you want it to, then the solution is to give the table a bloody hard kick and hope that sorts the problem out. Of course, on a Mega Drive that's impossible. It's a nice attempt, but I'm afraid that ultimately VP fails. GERRY



VIRTUAL PINBALL

PLAYERS: 1/4

DIFFICULTY: MEDIUM

SIMULATION

GRAPHICS

7 Not exactly up to the quality of an arcade table. Despite there being 14 backgrounds, they are all too plain

SOUND

6 Seven tunes that grate on the ears after prolonged play, but FX that is almost believable

PLAYABILITY

7 Track editor is a big bonus, as is the vast number of tracks. Good fun with more than one player

DURABILITY

6 Lots of tracks and variations available, but there's more fun to be had with £40 in a real pinball arcade

UPPERS

- ▲ Track editor with save game facility
- ▲ Very fast multidirectional scrolling

DOWNERS

- ▼ Tables are too big and unconventional
- ▼ On slower speed the scrolling is a little jerky
- ▼ Too repetitive in the long run

ALTERNATIVELY

Dragon's Fury and Dragon's Fury 2 are alternatives due to the fact that both are pinball sims, but they are a bit naff. Sonic Spinball is the one to look out for, utilising the same pinball format seen in Sonic 2.



72%

BLADES OF V

Watch out, it's an EA game and it's not an updated sports game! The question is – is it up to EA's usual high standards?

REVIEW

It's the same old story – the world is going to pot and lots of demons have appeared. Only three people can do anything about it, and this is the cue for EA's latest platform adventure game.

All of EA's recent high-profile releases have been simulations of some sort and so it comes as a surprise when one of their less hyped titles comes along in the form of a platform action game. The fact that it has crept up on us without a fanfare would normally indicate that it is substandard, but as it happens *Blades of Vengeance* is quite a good game.

If you have ever played *Cadash* in the arcade or on the Mega Drive then you will know exactly what the score is with this game. Although the two games play differently, they certainly look and feel very similar. The difference is that *Cadash* has a quest and some puzzles, whereas *Blades of Vengeance* doesn't have any puzzles. This is compensated for by the fact that *Cadash* was quite easy to finish and didn't take too long to complete, whereas *Blades* is quite difficult and it will take a very long time before you see the end credits.

THREE OF A KIND

There are three different characters to choose from, all of which are pretty stereotypical: the barbarian is strong and muscly without much of a brain, the wizard on the other hand is a frail old man carrying a magic staff that if used properly can waste anyone or anything within a certain distance, and as usual there is a token female character in the form of the huntress. The fact that she has long legs and blonde hair may stir up the feminists among you, but I think this is slightly compensated for by the fact that she is



Blades of Vengeance is filled with demons. This is one of the weaker ones, even though he is as tough as old boots

the best character to play and the hunky barbarian is the worst.

The action is set over a series of eight-way scrolling levels filled with platforms and monsters, in which two



Secret passages, ahoy! Jumping in the right places will often result in the player gaining access to hidden areas, as can be seen here

The first boss starts off as a ball of fire that spits the small fire men all over the screen

players can play at the same time. The first few monsters are despatched quickly and easily, but soon things get a hell of a lot tougher. Even on the first stage there are some parts where a lot of skill is needed in order to avoid being hit.

TOUGH ENOUGH?

As nice as it is nowadays to see a game that isn't a walkover, there is a fine line between a game that is challenging enough to be enjoyable and one that is just downright annoying. *Blades* teeters on this fine line, because even though it will take a lot of game playing skill to get through it, some parts are just downright frustrating. For example, on the first level there are fireballs that jump out of lava pits which are easy to avoid, but some of them turn into little men that run amok. This is annoying because unexpected attacks like this are a tad unfair.



The character selection screen shows a god watching over the three characters as they go about their training

After fighting through a couple of these difficult levels, you will inevitably get to meet the ubiquitous end-of-level guardian and these guys are tough! It is a good job each character can perform a block because otherwise the game would be impossible.

FIRES OF HELL

Apart from the difficulty factor, *Blades* plays very well and more importantly it feels good – the controls are very responsive and the graphics are animated smoothly. By advancing slowly but surely, it is possible to progress far into the game – charging straight in will only result in a certain painful and bloody death! Careful playing and thinking about how to beat each enemy will mean that you can progress further and further each time you play.

The graphics and sound add to this,

SECOND OPINION

Rich is usually spot on when it comes to platform games but I'm afraid I have to disagree with him on this one. *Blades of Vengeance* is a very mediocre game that appears very dated when compared to the platform games available at the moment. There isn't really enough action going on to hold your attention, and some of the platform parts are a little bit too tricky. Perhaps a few years ago I would have agreed with him but this is 1993 for goodness sake, the last thing the Mega Drive needs is another version of *Risky Woods*. Electronic Arts can do a lot better than this. GERRY



ENGAGEANCE

GOING THROUGH THE MOTIONS

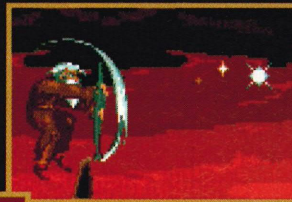
THE HUNTRESS

She may be good-looking, but she is also a dab hand with the sword she carries around with her. A few good slashes, left, right and centre will put any foe in their place



THE WIZARD

The old mage is getting on a bit now and isn't as agile as he used to be, but with his mighty staff he can use his magic to send any enemies into oblivion



THE BARBARIAN

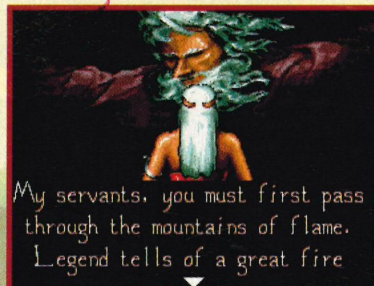
He may not have much up top, but he's good with an axe and can cut his way through any monster this side of Weston-super-Mare



making it an ideal game for the seasoned player. The sad thing is that experienced players will already have played and got bored with countless other games which are very similar to this – Cadash, Risky Woods and Gods in particular. This aside, Blades of Vengeance is a classy game that is well worth a look at.



RICH



My servants, you must first pass through the mountains of flame. Legend tells of a great fire

At the start of each level the god tells you what to expect in the near future



Stand on this platform and a lift will appear and take you up to a treasure chest



Don't fear the reaper. Well, do actually, 'cos he's mean and nasty with a giant scythe



Between levels extra items can be bought using any gold acquired in the previous level

BLADES OF VENGEANCE

PLAYERS: 2

DIFFICULTY: HARD

PLATFORM/ACTION

GRAPHICS

7 Smooth animation and stylish sprites, but the backgrounds are a bit boring

SOUND

8 Some smart music and decent spot FX

PLAYABILITY

7 Even though it is hard, persistence will pay off

DURABILITY

6 How long can you play this sort of game?

UPPERS

- ▲ Looks great
- ▲ Sounds great
- ▲ Plays great

DOWNERS

- ▼ Tough for novices
- ▼ Repetitive

ALTERNATIVELY

Cadash is an arcade conversion that was hacked to pieces in order to make an average platform adventure game. The only thing it has over Blades is that it has some puzzles to solve.

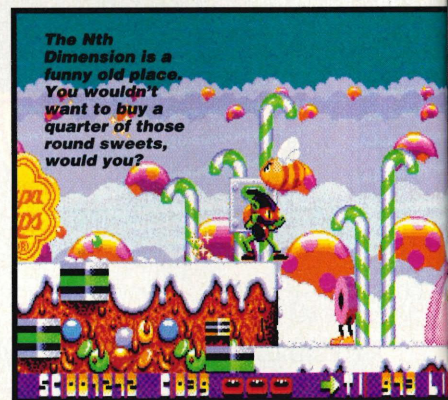


79%

Thanks to everyone at EA



Those of you with a sweet tooth will absolutely adore this game. The bee has liquorice wings and fires sunny sweets all over the place



ZOOL

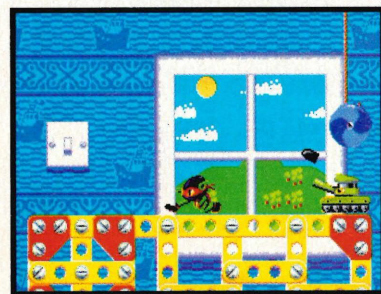
**He's not an ant.
Honest, he isn't!**



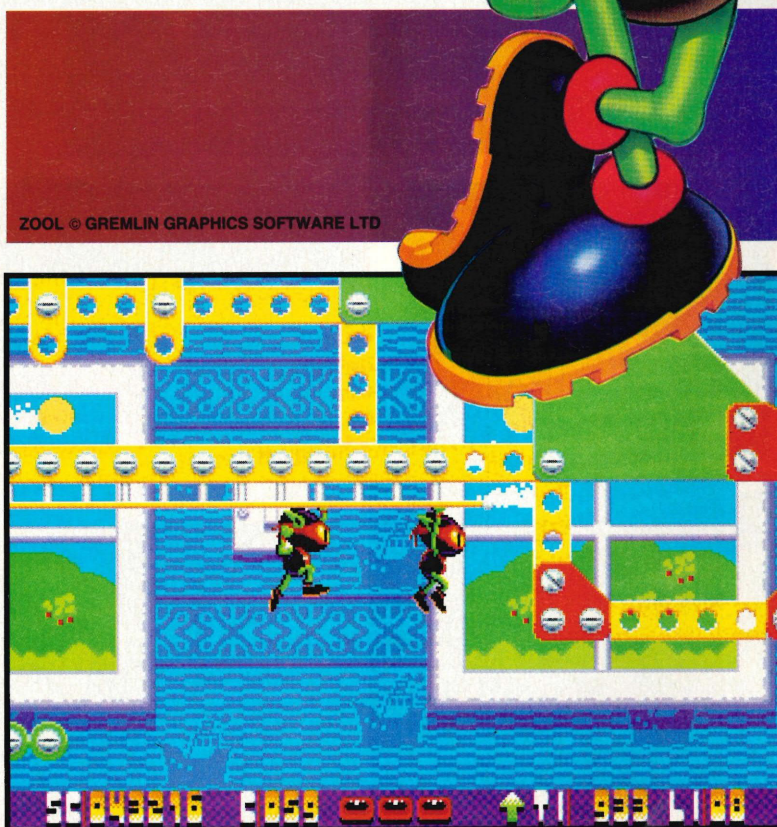
In the hardware store it is not advisable to stand on chain-saws when they are on!



One of the guardians is a giant jack hammer that throws rocks everywhere



Zool finds himself trapped in the playroom, where the toys are out for his blood



The doppelgänger is back and this time both of them are in for a spot of arm exercise

REVIEW

The Nth Dimension is a place that can be instantly travelled to at any time of day, and it won't cost a penny. The Nth Dimension surrounds you all, and all of you have visited it at least once in your lives, for the Nth Dimension is your imagination.

But let's face it, sports fans, these days nowhere is free from evil doers and the Nth Dimension is no exception. Krool and his assistant Mental Block have blazed a trail through the Nth Dimension's very heart and turned normal, everyday objects like Liquorice Allsorts into deadly objects that threaten the Nth Dimension itself.

A RIGHT BONZO

What hero is up to the task of tackling Krool? What mortal would dare to take on such a dastardly chap? How about TV's Danny Taurus from EastEnders? Close, but no cigar...the name of this particular hero (and it's about time I stopped this thickened plot overkill) is a bloke called Zool – the guardian of the Nth Dimension, protector of creative thought and defender of positive action. Although the details of Zool's whereabouts when Krool actually invaded are a little sketchy, it's up to us, the game-playing public, to take control of Zool and clear up the mess left behind.

Seven worlds make up the Nth Dimension, each containing four rounds with the fourth featuring a boss to destroy at the end. Each world is completely different to the others and straightaway this is a big plus for the overall game. Sweetie World comes first, completely made up of candy and also



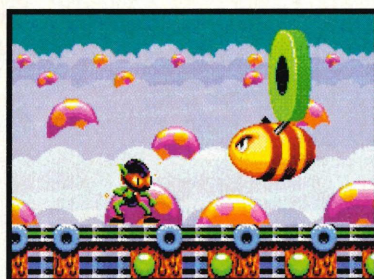
One of the icons causes Zool's double to appear. When you shoot, he shoots, causing twice as much trouble



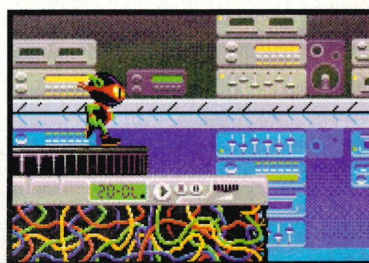
On the Music level, when the music plays notes drift upwards out of the horns. Use these to float upwards to higher platforms



The record players are a real pain because they slow Zool down when he lands on them



The big bee is about to buzz for the last time. With one wing gone it doesn't stand a chance against the heroic ninja ant from the Nth Dimension



containing shameless product placement plugs for Chupa Chups lollies.

Music, Fruit, Tool, Toy, Fairground and finally Desert World follow, each one a little tougher than the last. Zool must dash around each world destroying Krool's servants and locating boxes which must be activated. Here, the instructions are very poor indeed – the boxes aren't mentioned once, leaving players tearing the hair from their heads and being completely baffled as to why a level cannot be finished.

That aside, after a few tries the basic idea is discovered and rapid progress made through each stage. This playability is helped enormously by a definable control method, although the default setting is by far the best button combination to choose.

Zool has a number of skills he can perform (climbing, punching walls, and an airborne spin attack, for instance) and all become easy to perform after minimal practice.

The inhabitants of each world differ from each other, but all have a close connection

with their homeland – Sweetie World has Allsorts, Fairground World has Candy Floss and Tool World has Choppers (honestly). All these are destroyed when Zool jumps on or shoots them.

Each level also contains bonuses for Zool to collect which range from extra points through to extra lives and the TwoZool, which creates a ghost image of Zool and doubles his firepower for a short time. Secret rooms and hidden pathways to bonuses are also there to be discovered (surprise surprise), some requiring a simple jump to reach them while others must be reached by smashing through walls.

IT TAKES ALL SORTS

Each and every backdrop and sprite within Zool looks great, the use of colour throughout the whole game is superb and really brings each character to life. Zool himself looks great, tearing about in his sleek black, red and green outfit. The bosses too are very well presented and animated and they actually act like bosses

should, frequently kicking your backside before you've worked out a safe-ish way to defeat them! Music and sound effects could have been better, but are by no means bad. They just seem to lack a bit of imagination, especially when you compare them to the excellent Amiga tunes (where Zool first appeared).

With plans for Zool 2 and Zool the Arcade Game, we have by no means heard the last of the little ninja. While some may say that this sort of thing has been done a million times before on the Mega Drive, nothing should be taken away from Gremlin Graphics (the game developer) which has done a sterling job with the translation.

Zool doesn't break programming boundaries and neither has it been hyped beyond belief, but when compared to Jurassic Park which had both of these, Zool is living proof that what really matters when it comes down to it is a well-presented piece of fun.



ANDY



Oh no, it's a cactus monster with a giant tomato on its back. Watch out for the rockets it can shoot from its hands

SECOND OPINION

After all the hype and the rave reviews that the Amiga version got I must admit to thinking that Zool is overrated. It looks nice and plays well, but it's just another platform game in which all you have to do is explore for a while and then go to the exit. Fans of the Amiga version will love this one too but personally I prefer games that are a bit more varied. The end-of-level baddies are rock hard, but it isn't enough. Sorry, but this doesn't get my seal of approval at all. RICH



ZOOL

PLAYERS:	1
DIFFICULTY:	MEDIUM
PLATFORM	

GRAPHICS

8 Stunning colours and animated characters coupled with smooth scrolling

SOUND

7 Adequate but could have been improved. The Amiga sound was much better!

PLAYABILITY

8 Practice is needed for a short while before the gameplay springs to life

DURABILITY

7 Could be off-putting to less experienced game players, but it does present a good challenge

UPPERS

- ▲ Big and challenging
- ▲ Very playable
- ▲ Excellent graphics

DOWNERS

- ▼ Tough to begin with
- ▼ It is a platform game after all is said and done

ALTERNATIVELY

There are many to choose from, including the Addams Family and Sonic CD. Then again, there's always Sensible Soccer which isn't a platform game but is still right smart.



83%



A dream come true – my very own desert island. Hold on a minute though, where's Julia Roberts? No way am I staying here for a year with only Pam, her five sisters and a bottle of rum for company

You find 10000 gleaming pieces of gold and silver.



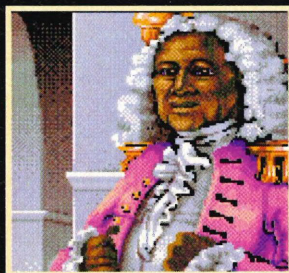
(Left) Now this is what I consider being a pirate is all about! Loads of loot, loads of drinking and a light sprinkling of loose women. Ho, ho, etc, etc...

PIRATES GOLD

Microprose and Sid Meier, that partnership made in software heaven, have teamed up yet again to bring to us another strategy/adventure game.



On your knees, dog. No pirate worth his weight in rum would ever admit defeat so easily. Prepare the plank, we have a coward on our hands



For the latest gossip, football scores or fashion, simply drop in for a cup of tea – the governor of any friendly town will reveal all



Some people are so snooty! Give him a pair of glasses and he thinks he's something special. Well, watch it mate, I just might bring my gang back here later on

REVIEW

Pirates Gold is the type of thing Sid Meier excels at and is ultimately famous for. This time there are no railroads to be constructed, but your fortune is still to be made, this time by the swish of a navy cutlass as we enter the world of piracy on the high seas.

As you would imagine, the object of the game is simple – to amass a fortune in gold coins, Spanish doubloons, treasure and anything else you can lay your hands on, and then become an infamous and legendary captain who flies under the Jolly Roger.

The concept may be easy enough, but the practicality is a little more difficult. However, do not hold your head in your hands at the thought of another massive Microprose manual and several frustrating hours before play can commence. No, no, 15 minutes should be all that is required before you have the old wooden leg strapped on, an eye patch stuck to your forehead and a parrot on your shoulder squawking "Pieces of eight".

DAVID SEAMAN

Pirates Gold kicks off with an options screen from which many differing modes of play can be chosen. The 'start new career' option throws you straight in at the deep end as a young apprentice pirate out to make his fortune and a name for himself in the Caribbean in the early 16th and 17th centuries.

Leaving aside this mode, there is also the choice of re-enacting some of the famous historical moments of piracy. This feature allows you as the player to take command of famous ships once captained by Drake and Morgan and other such rogues who roamed the oceans. The choice of playing an Englishman, Dutchman, Frenchman or Spaniard is also included. Each nationality has its

uppers and downers, but on the whole it is most difficult playing a Spanish pirate, as they seem to declare war on everyone at the same time, while the English and the French are often at each other's throats, as are the French and the Dutch. The game also has four difficulty levels which range from apprentice to swashbuckler.

OK, so you've come to the conclusion that a life of piracy is the thing for you, but how does a budding young bandito go about getting into this line of business? Well, the usual thing is to challenge the captain of a pirate ship to a winner-takes-all duel. Cut to the deck of the aforementioned pirate ship where two characters – the evil pirate captain and you, the young handsome, swashbuckler, face each other SFII-style, swords in hands (of which we have the choice of three – swords that is, not hands). Then you proceed to duel until the death (well, until surrender). Now the good ship is in your more than capable hands and it's time to plunder some booty.

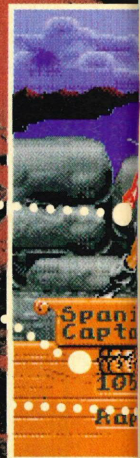
BACK TO BACK

Sword fights take place after a ship has been boarded or an opposing fort stormed. We have three basic moves – thrust, defend and stab. May the best man win...

The would-be challenger faces me, the gay blade

Erm, the odds are stacked ever so slightly against me. Who cares, it's do or die (???)

Boo, the Latin-type goes for a rapier. Not a match for my flashing blade



(Left) Oh no! I can't remember a thing about last night. That's the last time I drink with those rough Dutch sailors



(Above) That's my boys. A nicer crowd of men you couldn't hope to meet in a fortnight of Tuesdays

Into battle we go. A nice little shot should destroy the enemy walls. Time to offload the men and go in for the kill. Bloody Spanish peasants!



Off we go in search of adventure and booty. The sails are at half-mast and the crew are in good spirits. All is well in the pirate world



D

Then it is up to you to gather useful information about where the best money lies. This calls for a quick trip to the local inn which is full of colourful characters who, for a price, will pass on info about lightly defended coastal towns which are ripe for the picking, or part with treasure maps (which may turn out to be red herrings).

SOUNDS A BIT FISHY

After receiving information it's time to hoist the sails and set sail. Your first ship will be a small vessel with only a limited cargo hold to store all your booty in. A course is easily plotted on the large map screen which holds details on all the towns and settlements in the area. Undoubtedly, your trusty tub will encounter more than one ship on the way

to its destination – time to man the cannons and blow the thing from the water!

A small sea battle will now be enacted in which you control the movement of the ship and the gunnery. Sinking a ship is fine, but when it goes down, so does all that precious cargo you and your fellow buccaneers so greedily strive for. To avoid this, board the ship and conduct a one-on-one duel with the opposing captain.

After a quick victory, your men can pillage the ship and steal the cargo. The defeated ship can be scuttled, but if you have a sufficient number of crewmen it can become a

CONTINUED

K THEY FACED EACH OTHER...

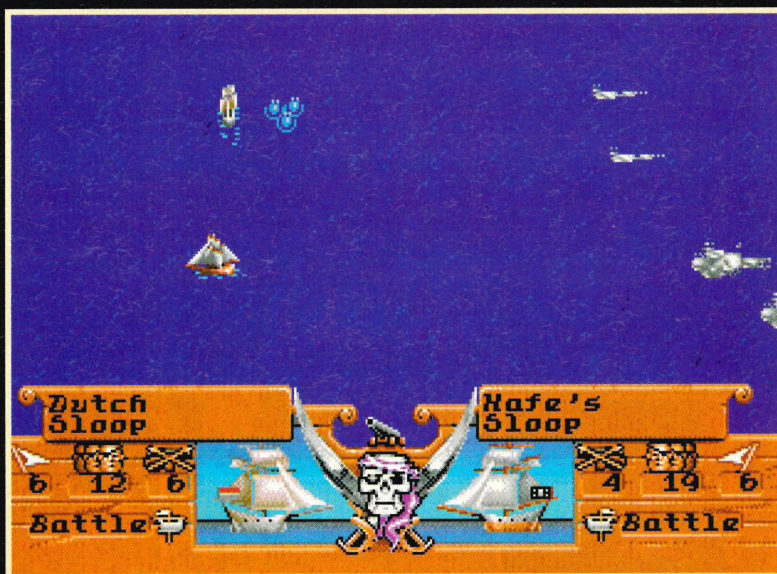


Dashing, dandy rogue of the seven seas, breaker of hearts and robber of the rich

He looks pretty happy at the moment, obviously not having realised the other bloke has brought 105 men with him. I blame the keg of rum

The trusty crew, ever faithful... all two of them!

My trusty cutlass has never let me down

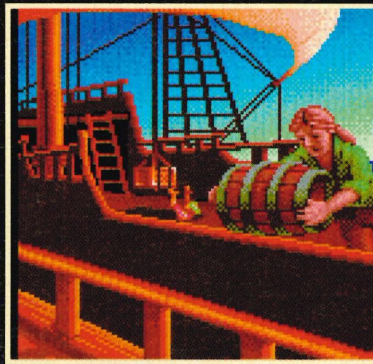


A sea battle, the type of thing us plunderers of the sea thrive on. A narrow miss as my expert helmsman dodges the unfriendly cannonballs. Oh, he's for it now, mark my words



(Left) Yes, let's investigate - it could be a ship loaded with 16-year-old schoolgirls bound for England...

Plunder the bugger, then sink her. Take no prisoners. Kill the old folk, the women and the children



Now they look like a trusty bunch of lads. Sign them up

part of your own small private fleet, effectively doubling the amount of stolen goods you can carry. When no longer required the captured ship (or ships, there is no limit to the number of ships you can acquire) can be sold in a friendly port for a handsome sum.

So the money making continues - you attack coastal towns, search for buried treasure, avoid ships of the crown and attack merchants. On long voyages it sometimes becomes necessary to signal other ships for the latest news, and more often than not they will oblige. This information is vital, because in order to assess which ports are friendly you must

find out which countries your mother nation is at war with. Remember, this is the 16th century we're talking about, you could be at war one day, peace the next!

Pirates Gold is a game I took to immediately. The simplistic but incredibly involved gameplay had me 'shivering me timbers' on more than one occasion! Yet again a less conventional game comes out top in the Mega Drive stakes.

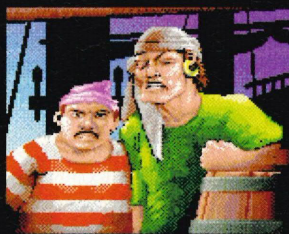
It seems a real shame to me that Pirates Gold may never receive an official European release - so my suggestion to interested readers is, petition Microprose.



GERRY

The crew is starving! A surly group deserts, taking a portion of the plunder.

October 1670



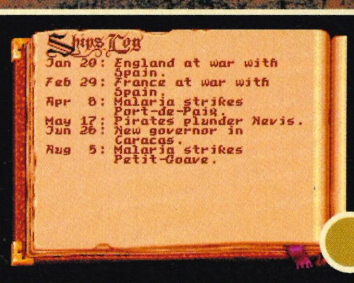
(Left) Fickle or what? These lads never complained when the money was good, but first sign of a recession and look at them! The little fat one later went on to edit Super Control magazine. The right ugly one starred in the Rangers defence before the SFA banned him for life after a series of death-inducing tackles

SECOND OPINION

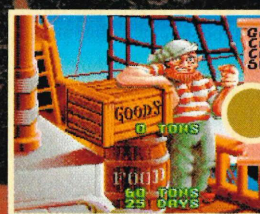
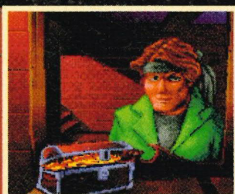
I was a big fan of this on the Amiga and C64, so I was hoping I wouldn't be disappointed with the Mega Drive version. I'm very glad to say I wasn't. It may not have amazing graphics or sound, but its real qualities are originality and superb gameplay. Pirates Gold will be a game you either love or hate, so all I'll say is, try it out and if you can put up with a few long, drawn-out fight sequences from time to time, then I guarantee you won't regret playing it. **ANDY**



SHIP'S LOG. Find out what ports can be entered without a fight, what crimes you have committed recently and what dashing young woman has the pleasure of your company on Friday night



CREW MORALE AND SUPPLIES. An unhappy crew is a mutinous crew, while a hungry crew cannot work. Check on the current booty etc



THE MIRROR. For all those personal details - age, money, health and how you look

THE CAPTAIN'S CABIN

No cabin boy as yet, but there's time still. For all the gossip on what's going down, simply click onto any of the major items in the room for all the information any budding pirate captain will ever need...



PIRATES GOLD

PLAYERS: 1/2

DIFFICULTY: MEDIUM

STRATEGY/ ADVENTURE

GRAPHICS

7 The battle sequences can be ruined by the bad screen scrolling. The rest of the game doesn't need a strong visual element

SOUND

8 Great stuff! Lots of piratey shanties and even the theme tune from Captain Pugwash pops up!

PLAYABILITY

8 Easily accessed. The small duel sequences are a great introduction

DURABILITY

9 Yes please, I'll be back for more when a debugged copy lands on my desk. Hint, hint, Microprose...

UPPERS

- ▲ Yet another good, non-arcade game for the Mega Drive
- ▲ It's incredibly good fun
- ▲ You'll be hooked for hours

DOWNERS

- ▼ Scrolling is a little jerky
- ▼ It is too easy to be captured sometimes

ALTERNATIVELY

Airobiz is the same idea (sort of) - the opposite of ruling the seas is to rule the airways. Dubious corporate dealings and good old-fashioned crime - both the same thing in my book!



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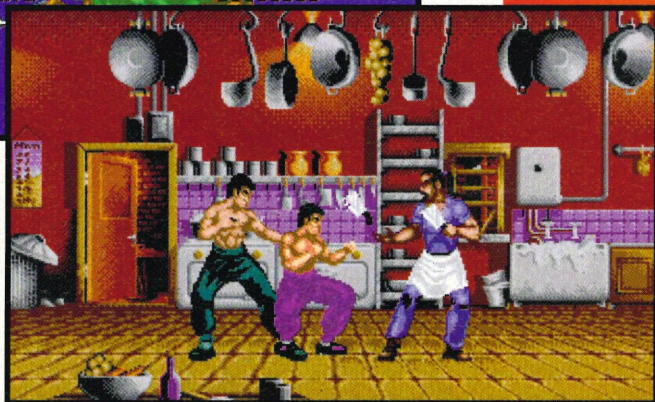
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As we can see Bruce isn't the only good fighter in these parts. Tomato and Chicken are holding their own in the top score table. Hmm



"I say, did you know Tesco's is selling bread at a greatly reduced price?" "No, but in these recession hit days every little saving comes in handy"

Bruce Lee and his doppelgänger have a small dispute with the chef over the quality of the food served. It is nothing like their mum's at all



Oh! I bet he felt that. Despite the fact he was wielding a machete Bruce still managed to crack him with a good kick to the chest

PREVIEW

For all you younger players out there Bruce Lee was a famous martial arts expert-cum-movie star and Dragon the movie is based on his life story. What type of game do you suppose it will be? Hands up everyone who said platform game. Hmm, thought so. As soon as you hear the words film licence you expect at best a distinctly average platform game. Well, in this instance you were wrong – Dragon will in fact be a beat'em-up, a bit like Street Fighter 2 but without all the

fireballs and dragon punch-type special moves. Don't worry, the 'let's beat each other up' concept remains the same however!

Bruce Lee was to the art of fighting what Bob Marley was to Reggae and each of them took their chosen art to the West and became superstars. This was by no means to everyone's approval – Lee went to New York and taught many non-Chinese the secrets of Wingchug, and by doing so angered many of his teachers and found himself in trouble with the old guard. From there he made his own way forwards, developing a new fighting

THREE MEN NAMED BRUCE

Behold the animation frames drawn by the Virgin artists, the very same people who laughed heartily at me when 3,000 volts of electricity surged through my handsome body when I paid them a visit and used some dodgy equipment! In order for the game animation to be as perfect as possible the graphic artists studied many frames from the film and the moves Lee uses in the game are identical to those he developed in his life-time.

The art of Jeet Kune Do taught mind over matter and helped Lee to become the greatest martial arts fighter ever known. This fighting technique also had to be studied extensively before the final figure sprites were added to the game.

The graphic artists also had to cope with the fact that Virgin wanted the sprites to move as a real person would, not like some form of superhuman fighter. The final result, as we can see from the screen shots, was very successful. The drawings depicted here show the chef, whom Lee fights in the New York kitchens, swinging his machete and kicking.



Is 1994 going to be the Year of the Dragon?

AGON

technique of his own and naming it Jeet Kune Do.

After all this and many failed attempts to make it big on TV Bruce finally made it with his (rather poorly dubbed) movies such as The Big Boss and Fist of Fury, before finally cracking Hollywood with Enter the Dragon which firmly established the Kung Fu movie...erm, then he died and the film of his life story was finally shot. Virgin then produced the game and here we are.

When released, Dragon will not merely be a new contender for the Street Fighter 2 crown. Although there are many similarities between the two, Dragon has many new and unique features.

LEE HARVEY OSWALD

Dragon is a two-player game which (at this stage of development) will be fought over 11 levels. Each stage has two scrolling screens to fight over with quality backgrounds – each of these is an actual reproduction of a set used in the film Dragon, ranging from the kitchen where Lee first worked in New York, to the Dream Demon final stage which represents the final scene of Dragon.

Player one takes control of Lee with the other player being able to jump in at any moment for a bit of three-player scrapping action. The moves in Dragon are as close to what a man is

CONTINUED

BROTHERLY LOVE



It's Bruce Vs Bruce. The sensible money's on Bruce

Wooooo, the spooky graveyard part of the game. Fear not though, Bruce Lee is on your side. You can't go wrong with that



Now it's Bruce Vs Bruce being helped by Bruce. Once again the sensible money will be on Bruce



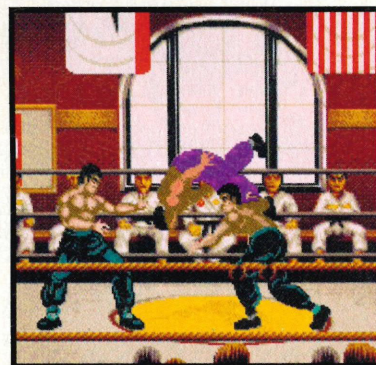
Bruce keeps watch as Bruce throws Bruce over Bruce's shoulder...or something like that



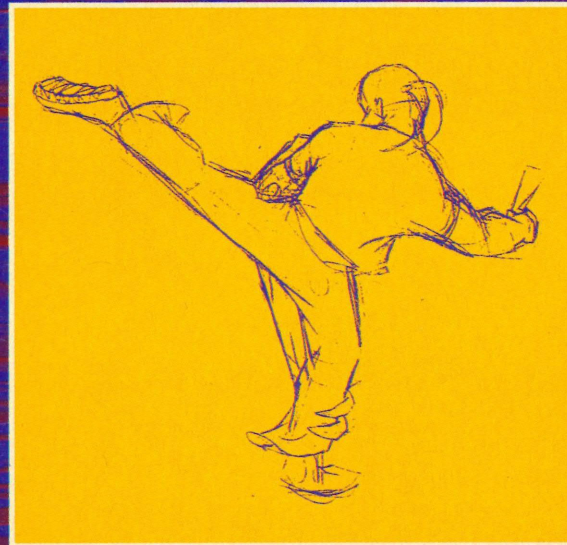
Now it's only Bruce Vs Bruce because Bruce is out for the count. The last Bruce standing wins



Another classy punch from Bruce sends Bruce (groan) onto the canvas



Another over-the-shoulder throw. Try this at home kids without adult supervision – it's great fun and a super trick to play on your brother or sister when your mum and dad are not watching



THE HAPPIEST DAY OF YOUR LIFE

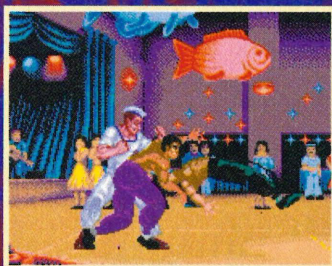


A few scenes from an everyday Chinese wedding...

Ouch, the American sailor who has gatecrashed the wedding whips out a chain and thrashes the young Chinese martial arts expert to the ground. His friend seems to be having second thoughts about helping him



Ouch, after the chain came the uppercut and down he went. Number two decided enough was enough so over he went for a bash



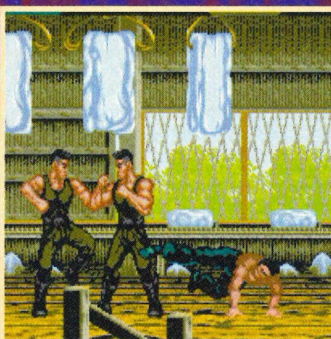
The American, having disposed of the first Bruce Lee now has hold of the second and is preparing to throw him headlong into a giant fish



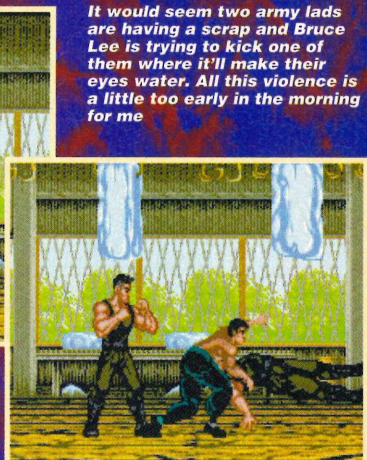
But hold on, number one has made it back into the fight. Number two looks as though he could be well out of it



Here come the Marines as reinforcements for the Americans. Bruce takes another punch but remains standing. I'm getting out of here



Flippin' heck, Bruce has just picked one of them up and thrown him over his shoulder. Let's see what his mate will do about that



It would seem two army lads are having a scrap and Bruce Lee is trying to kick one of them where it'll make their eyes water. All this violence is a little too early in the morning for me



It's revenge time - the Bruce in the black chucks the Bruce sporting the purple into the Bruce in the black and kills two Bruces with one throw. Isn't there a proverb in there somewhere?



More violence and depravation abound as the boys have a dig at each other in the barn. Yet again the other Bruce falls for the old 'over the back' throw. I thought this guy was supposed to be good!



More mayhem with the three Bruces. I'm rapidly running out of things to write about three blokes called Bruce stuck in a room beating each other up

capable of (well, in a video game environment anyway) as opposed to the superhuman moves performed by the majority of beat'em-up characters. In all Lee (again to date - remember the game is still only 60 per cent complete) has a total of 45 different moves which must rank as some sort of record in one game. All these remain as true as is possible to the Lee way of fighting, Jeet Kune Do.

Pitted against Lee are 10 different characters who range from American sailors brawling in a bar to well-angry

kitchen assistants. Not all of the opponents are trained fighters - the kitchen assistant comes armed only with a machete and raw courage, and the sailors have chains and fists.

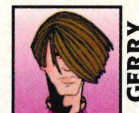
CHRIS LEE

Initially Lee can perform few moves but, as in the real world, the more he fights the more he learns and so becomes the master of his art. As I have said, the enemy can use dangerous weapons against Lee, the question is does Lee have the ability to attack with weapons? Well, if anyone has ever sat through Enter the Dragon they will remember the scene where Lee uses Nunchaku sticks to defeat his opponent. The producers of Dragon have included this in the game, but at the present time it is illegal to show Nunchaku sticks being used in the UK - the scenes from all the old Lee movies have now been cut for UK video release. It is still not known if these scenes will be included in the game.

Dragon should be set for official release early next year by which time the Street Fighter hype should have all been long forgotten. In the present climate far too many premature comparisons are being made over the two games - let's wait and see.



Down he goes and the audience explode into rapturous applause

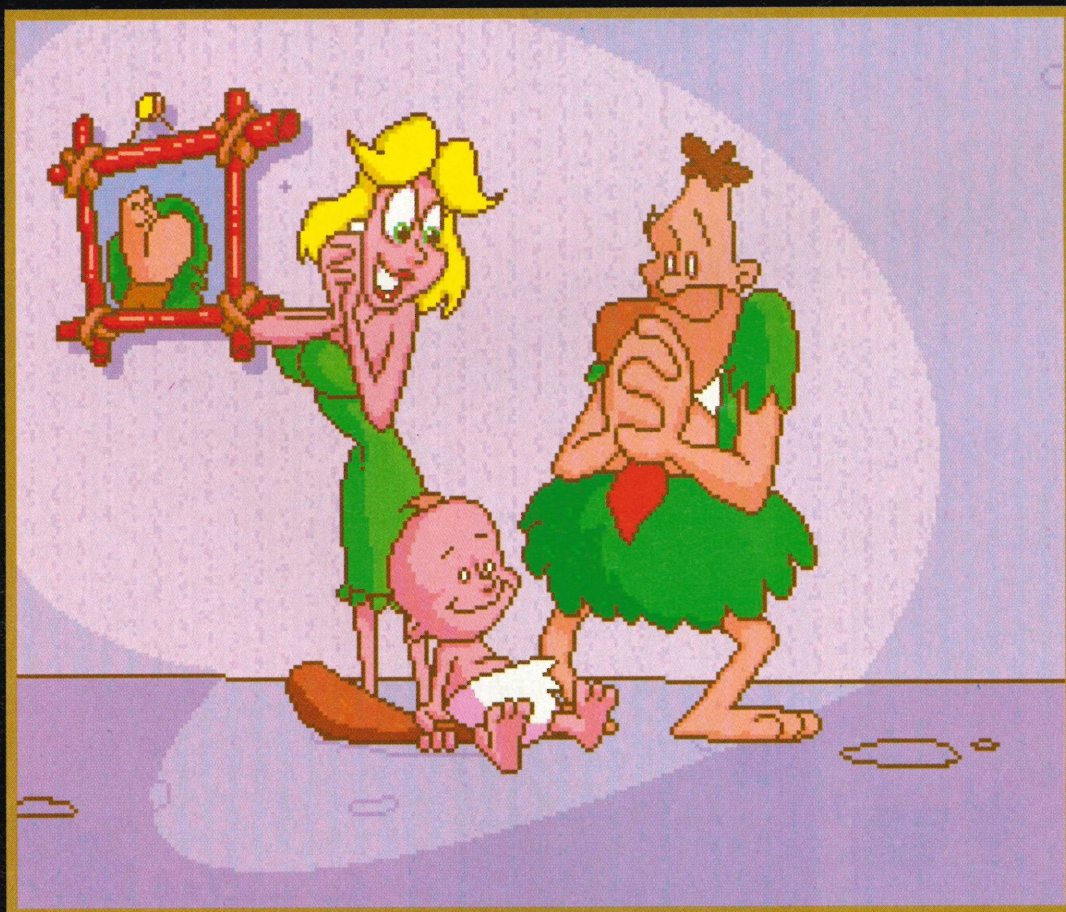


GERRY

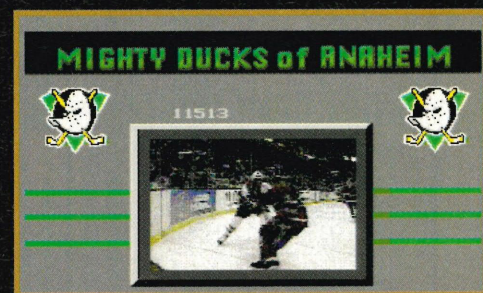
MEGA-CD

ADVANCED GAMING

SON OF CHUCK



**A LITTLE
BLIGHTER
WITH A BIG
CLUB
PAGE 44**



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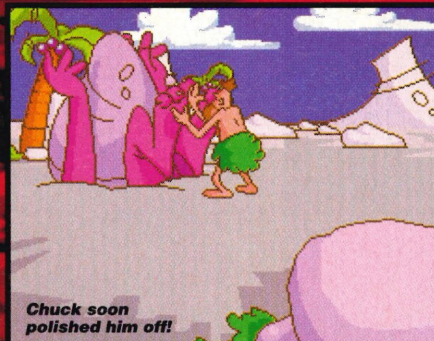
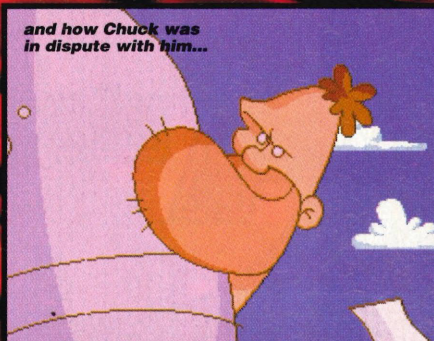


CHUCK JONES

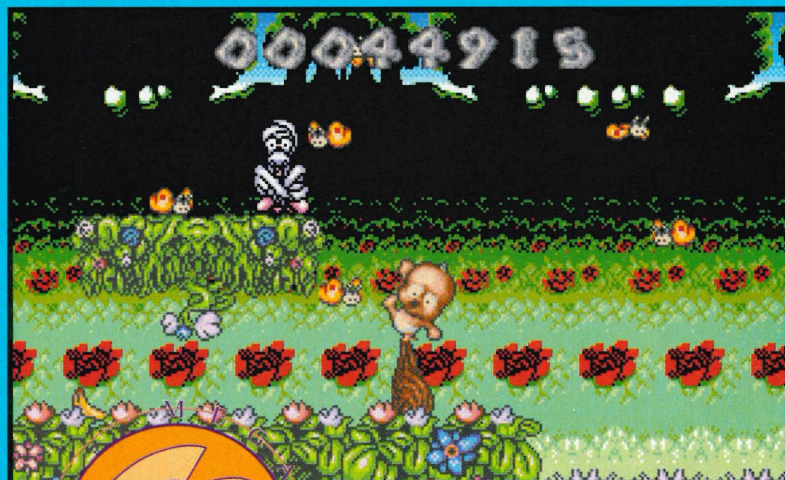
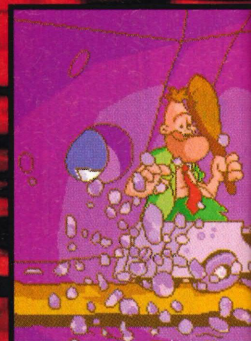


You may remember Gary Gritter...

and how Chuck was
in dispute with him...



Chuck soon
polished him off!



Balancing on his club, Junior takes a break from
the perils of the jungle



In the jungle once again, and a comedy crane bird aids Junior in his quest

CHUCK SON OF

The sequel to
the best-
selling Mega
Drive game
hits the
Mega-CD!

back in issue 14 and received a very
respectable 84 per cent and earned the
honour of being described as a 'very
flash game' by John (praise indeed!)

CHUCK BERRY

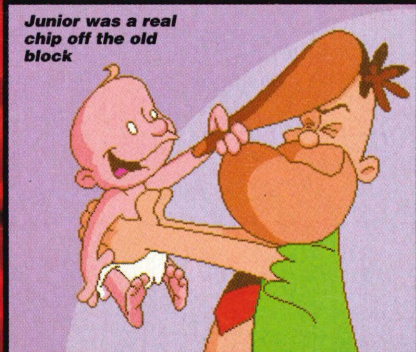
Son of Chuck CD is the complete
cartridge game with the only differences
being both improved music and sound

PREVIEW

Following the superb
Thunderhawk, any self-
respecting Mega-CD
owner will have been
awaiting Derbyshire-based
Core Design's next
offering with bated breath.
Unsurprisingly, Core has opted
to convert one of its best-known
characters to CD, although rather than
convert Chuck Rock, the first game in the
series, it's the sequel that has been given
the full CD treatment. The cartridge
version of Son of Chuck was reviewed



Junior was a real
chip off the old
block

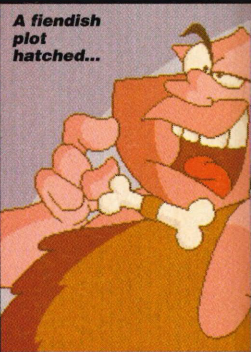


Meanwhile, Brick Jagger attempted to copy
Chuck's success...

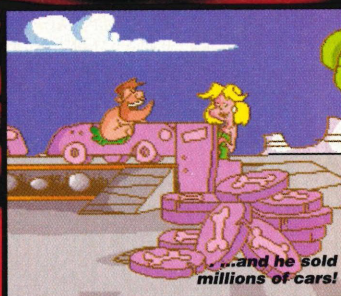
...but he wasn't any good! He grew angry!



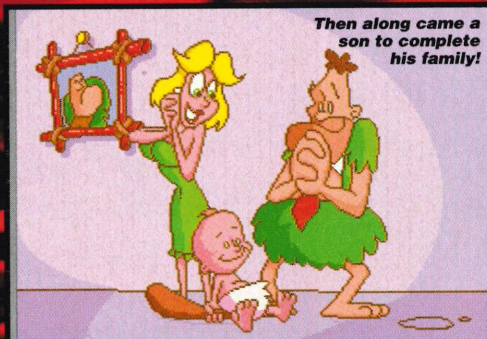
A fiendish
plot
hatched...



Our hero went into car production...



...and he sold millions of cars!



Then along came a son to complete his family!



Chuck was a proud father...

ROCK II CHUCK

effects and what I can only describe as the best animated intro sequence I've ever seen on a Mega-CD game. Granted, there aren't that many to choose from, but Son of Chuck even dumps on the Sonic CD opening from a great height, thanks to some superb animations from an ex-employee of Hanna Barbera – purveyor of quality goods such as

Scooby Doo, the Jetsons and the cartoon which Son of Chuck's intro borrows most from, the Flintstones.

The grabs from this intro speak for themselves, but I must also mention the hilarious sound effects, music and voice-over commentary which accompany the three minute cartoon. This describes the full story of Son of Chuck, from conception (!) through to the beginning of his adventure, which brings me very nicely to the game plot.

Son of Chuck follows on from the story of Chuck Rock. Chuck is a caveman who has defeated his arch-enemy Gary Gritter, and has gone on to become one of the world's leading automobile manufacturers. He had a successful business, a beautiful wife Ophelia and an heir to his throne – but all this was too much for automobile rival Brick Jagger who kidnapped Chuck leaving Junior to come to the rescue. So the stage is set for Chuck Rock II, Son of Chuck.

TARA CHUCK

The game is set across six stages made up of three different zones. These stages consist of the Suburbs, the Giant Dinosaur, the Waterfalls and Jungle, the Volcanic Caves, the Cliff Face and Mountain Top and finally the Datstone Car Plant, where Brick Jagger holds Chuck senior.

Bonus games are

CONTINUED



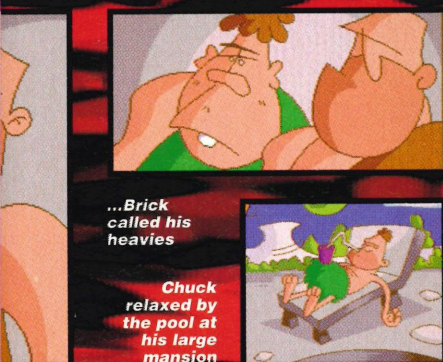
The beautiful waterfall level. Behind Junior is a waterslide which must be used



Superb animations, such as this huge dinosaur on level one, are what make Son of Chuck that little bit different from other platform games

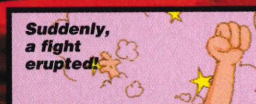


The giant dinosaur boss of level one must be clubbed to death as he swoops in on Junior

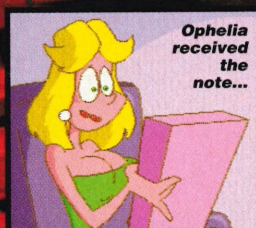


...Brick called his heavies

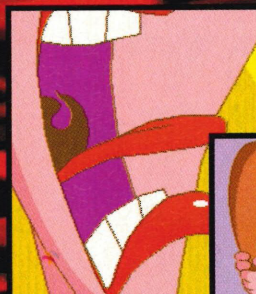
Chuck relaxed by the pool at his large mansion



Suddenly, a fight erupted!



Ophelia received the note...



Junior decided to rescue his dad...

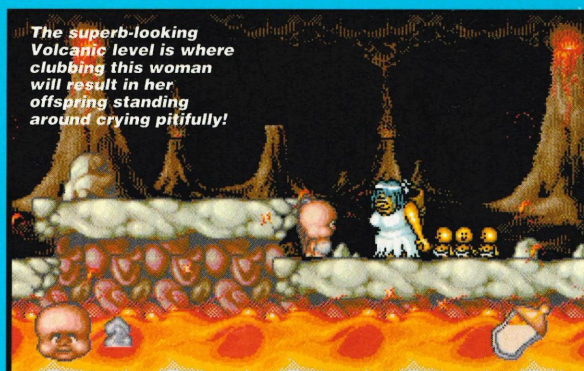
...she was understandably distressed



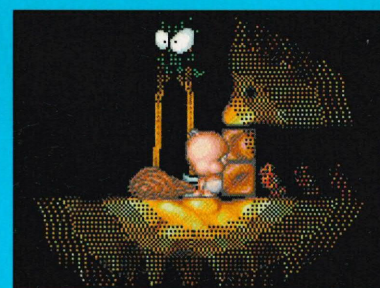
...and set out on his adventure!



Whoops! Junior's expression says it all - I've lost the river race bonus game!



The superb-looking Volcanic level is where clubbing this woman will result in her offspring standing around crying pitifully!



Here we are in volcanic zone two, and only a small light illuminates our hero. Unfortunately, this results in the 'leap of faith' syndrome - not good!

CONTINUED generously interspersed throughout the game - there are four in total: apple raiding with a friendly dinosaur, racing along a river against two prehistoric competitors, statue carving a model of dad and travelling on a dinosaur-led cart while defending yourself from attacking enemies. As is usual with bonus games, the full bonus can only be obtained if the game is completed properly or before the timer has run out.

COR!

Anyone who's played the cartridge version will know how playable and good-looking Son of Chuck is, in fact all of the in-game graphics from the tiny birds to the cavemen in dinosaur costumes look like a lot of effort has gone into their production. Especially worthy of note are Chuck jr who oozes charm thanks to some great sprite animation, the huge dinosaurs also manage to take your breath away due to a Mode 7 effect of scaling and rotation which easily matches some of the better effects produced by the SNES. Some stunning backdrops are also here, complete with their own special animated touches especially the Waterfall and Volcanic levels.

At the end of the day however, what really sells Son of Chuck CD is the incredible intro and CD enhanced sound. Suitably wacky and cartoon-like sound



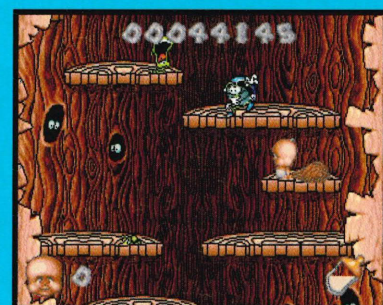
effects have replaced the bleeping cartridge noises, but what else can be expected from a CD?

CHUCKLE CHUCKLE

It's during the introduction, when these two new features are mashed together, that the overall quality of the cartridge game is seen to have been improved upon - the sequences flow superbly and

the very showbiz American voice-over matches the action perfectly.

From the version we saw, the actual game doesn't seem to have changed at all, so any Mega-CD owner who has the cartridge version may be reluctant to buy the CD game just for the intro. Nevertheless, before this becomes a full-blown review of a pre-production CD, I'll wind up by saying that Son of Chuck CD



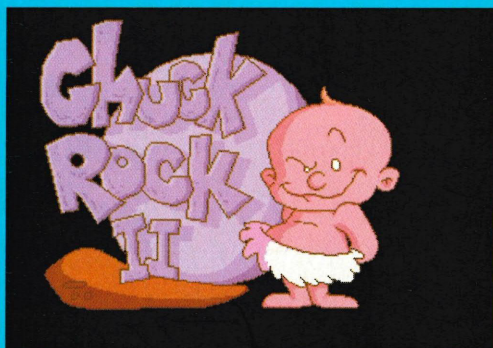
Inside the tree - static pictures fail to do justice to some marvellous parallax scrolling on this stage

Ollie the octopus is guardian of level two and a very difficult boss to beat. Junior has to knock the crabs, that Ollie throws, back at the octopus to render him 'armless' (oh dear!)

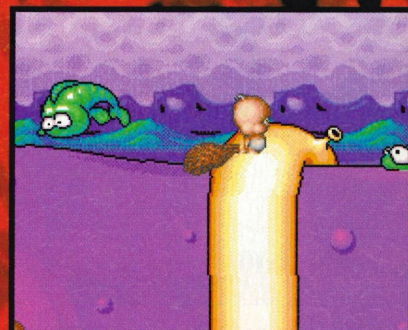
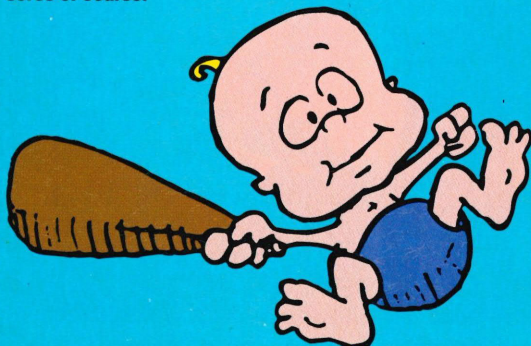
is currently undergoing the final stages of beta-testing and tweaking of its finer points (oo-er!). Whether the gameplay will improve, or extra sections added remains to be seen, but you can rely on MAG to give you the low-down when we give Chuck Rock II - Son of Chuck a full in-depth review next month.



RICH



Ugly little sprog isn't he? He reminds me somewhat of Richard Lloyd except for the missing hump and open sores of course!



Junior's walking on top of Dippy the Dinosaur who's just risen from a lake - explaining the appearance of two dying fish

Dippy isn't pleased that Junior's using him as a stage for a computer game and subsequently attacks the youngster

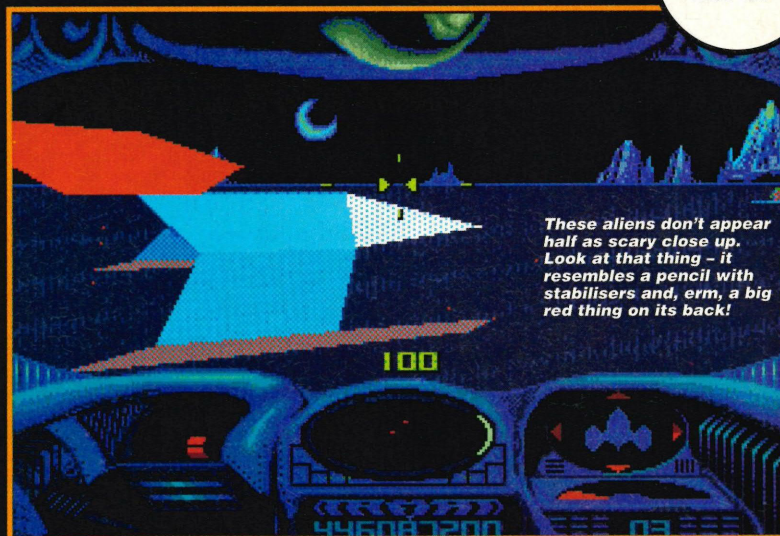
DINOSAUR SENIOR AND THE ATTACK OF THE KILLER MUSHROOMS



Vector
graphic
shoot'em-
ups
away...
It's Stella
Fire



The Stella Fire takes aim and fires. Unfortunately, this is not a scene from the actual game, just the usual 'doesn't that look good' intro sequence



These aliens don't appear half as scary close up. Look at that thing - it resembles a pencil with stabilisers and, erm, a big red thing on its back!

STELLA FIRE

PREVIEW

This is the fourth incarnation of this game, having been previously available for the ST, Amiga and the PC. This all took place about three years ago so I was a little shocked, to say the least, to find out it was making an appearance on the Mega-CD.

After taking a look at the game in its early stages of development, I'd say that not a lot is really different from the

previous versions. Apart from the usual CD opening screens, Stella Fire remains a 3D vector-ish graphic shoot'em-up, which I feel Sierra is taking a big chance releasing in these days of games of the standard of Thunderhawk and the like.

FISH FINGERS

Basically, this game is nothing more than a very basic shoot'em-up that relies on some tarted up graphics. Stella Fire owes much of its inspiration to the ancient coin-op Battlezone - ahh, the good-ish old days!

From the word go, you and the advanced attack craft at your command are thrown directly into what seems to be

a very nasty battle taking place on a strange alien world. It would also appear that the hunting season has been declared open and you are the unfortunate prey. So much for intelligent life, eh?

You view this brave new world from the control centre of your craft, with the gun sight cross-hair automatically placed on screen. From here on it's kill, kill, kill! The cross-hair cannot be moved up or down, only to the right or left which can be annoying because half the enemy is way up in the sky out of your line of fire.

There is only one field of fire and it is on this the main battle takes place. Your

craft is capable of speeding across the flat landscape and throwing out single tracer laser shots or the more lethal double shot. If you're really lucky a homing shot can be picked up and used to your advantage.

MAKE MINE A PINT!

The version we played of Stella Fire was only a very early copy in the initial stages of development, so therefore I cannot pass comment on the later parts of the game. However, if the rest of the game looks anything like the bits I've played, then shooter fans will be in for a real treat - just like the big treat they received when they played Silpheed for the first time.



GERRY



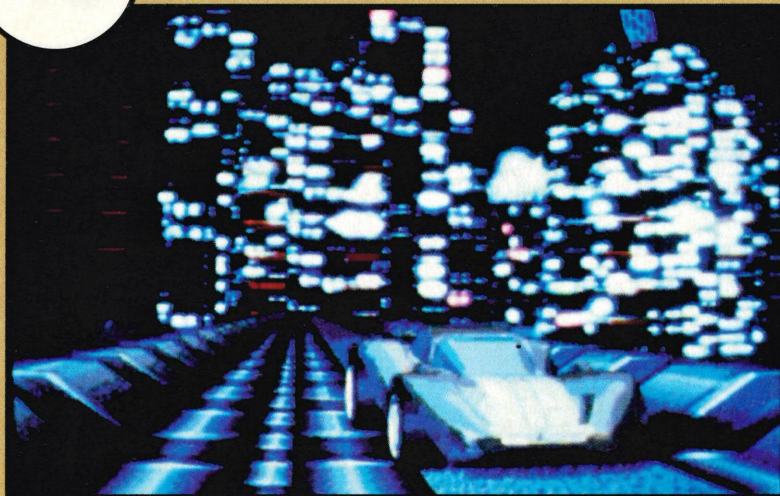
An alien interceptor swoops down on my craft. Evasive action is called for in a big way



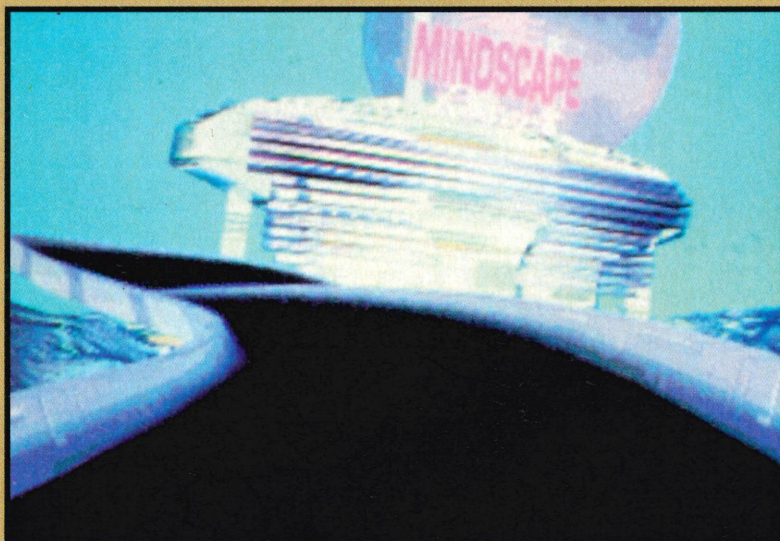
During the course of a particularly nasty asteroid storm, an enemy craft is sighted and immediately destroyed



Much weirdness abounds as the ship approaches a red sun



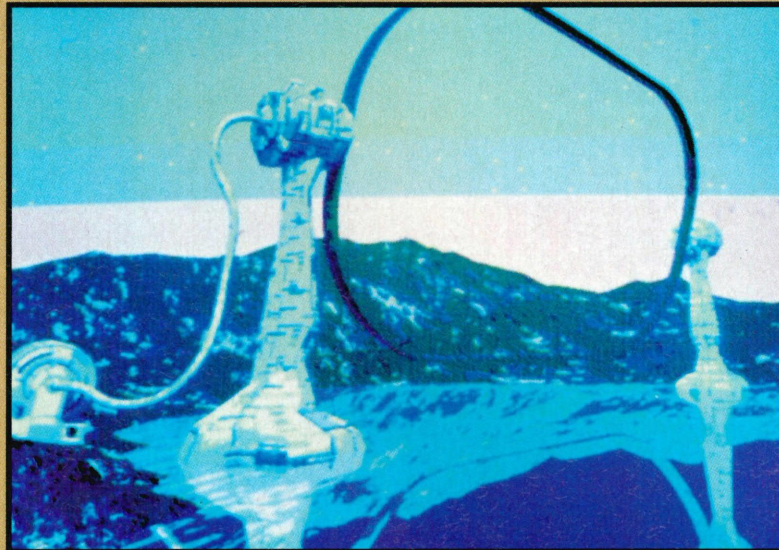
The game will have a futuristic ambience which, if this example is anything to go by, takes influence from the neon skylines of corporate Tokyo



The courses will be far from ordinary as the players are catapulted into an elaborate array of twisting, banked courses stretching off into the distance. The eccentricity of the courses is what will hopefully set MegaRace apart from other racing games



The races will take you through various settings and ever-changing track designs. Here you can see a giant suspension bridge which supports a considerable length of racetrack

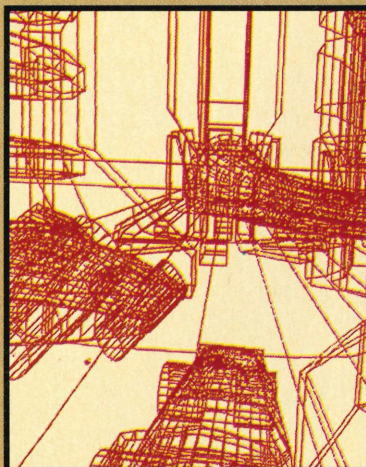


PREVIEW

MegaRace is the title of a new Mega-CD racing game soon to be released. Developed by French team Cryo Interactive Entertainment, the game has been eagerly snapped up by Mindscape, which is planning to release the game purely on the Mega-CD platform early on in the new year.

Cryo's main video game interest lies with CD-ROM. It believes that cartridge-based formats have become highly restrictive due to the fierce grip on the market of both Sega and Nintendo. The CD-ROM market is apparently less restrictive, allowing for greater creativity in both machine capabilities and corporate guidelines.

However, it is of vital importance to always keep one step ahead, and when a new format comes to the forefront Cryo feels it is imperative to grasp that technology as soon as possible. Exploiting a new technology not only keeps developers ahead of their competitors, it must also be extremely



Using wire frame structures, the graphics are bit-mapped to create realistic 3D rendered images

MEC

gratifying to know that you have conquered the programming intricacies of the latest technological advancement.

MegaRace is a stunning 3D high-action racing game with rendered graphics, 2D morphing effects and clean digitised animation. It is similar in design and look to Crash and Burn, the new 3DO game packaged with the initial Panasonic machine.

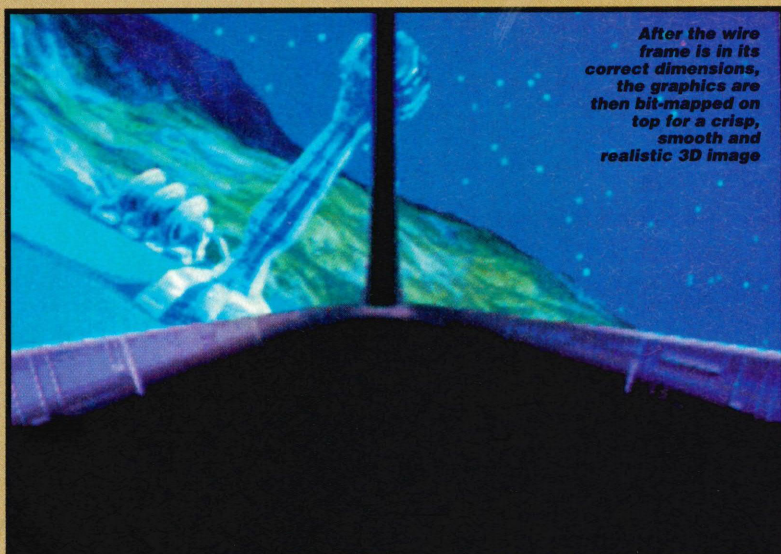
COMPACT DECISION

When MegaRace first found its way on to the drawing-board, the programmers had no specific game format in mind, although it soon became apparent that the PC CD-ROM was the only format able to cope with the complex programming involved. Now however, Cryo has seen the potential of the emerging Mega-CD unit, and MegaRace has begun the long struggle down the rocky road to a conversion.

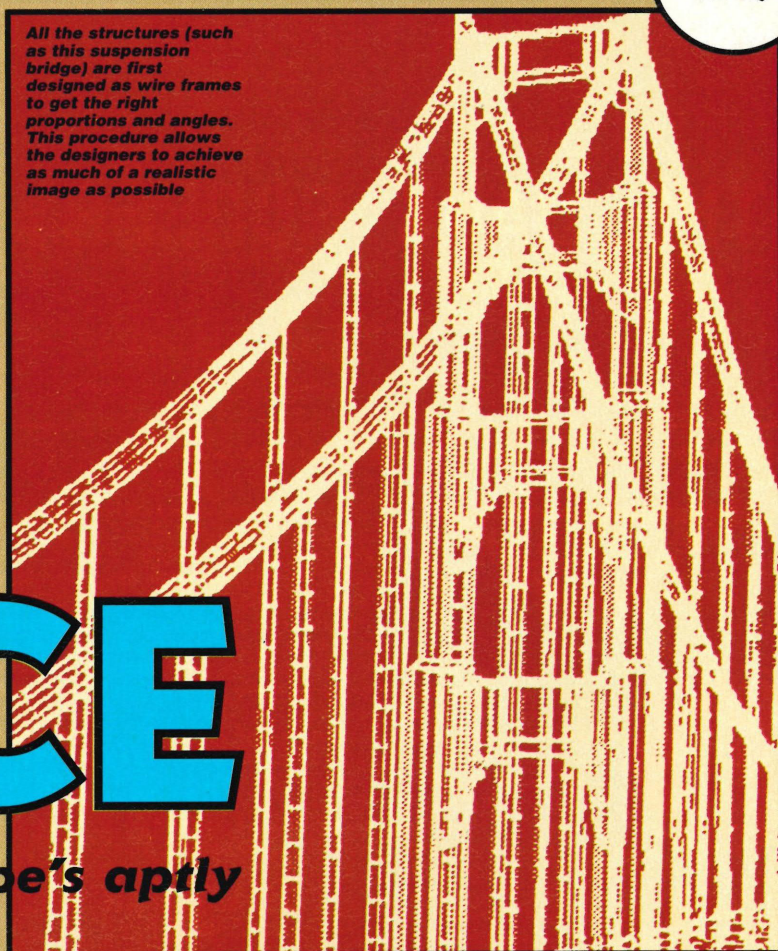
Most Mega-CD titles to date haven't really pushed the technology to its maximum, but MegaRace could change this by retaining all the quality of the CD-ROM version. If you're fed up with racing games that merely involve lap after lap of repetitive driving against unintelligent opponents that offer little challenge, then this game could be just what you've been longing for.

Basically, this could be described as your average foot-to-the-floor racer, with various cars to choose from and all manner of weapons to strap on the side. When the starting flag goes up in MegaRace you'll find yourself testing your skills against one of five evil opponents, each with their own distinct personality and driving skills who will go to any lengths necessary to ram you off the futuristic courses.

The main thing that makes this game so unique and lifts it above the 'just another racing game' category, is the sheer quality of the 3D graphics. As a straight conversion from the PC (or "as near as damn it" according to Mindscape



After the wire frame is in its correct dimensions, the graphics are then bit-mapped on top for a crisp, smooth and realistic 3D image



All the structures (such as this suspension bridge) are first designed as wire frames to get the right proportions and angles. This procedure allows the designers to achieve as much of a realistic image as possible

MEGARACE

From PC to CD comes Mindscape's aptly titled race game.

PR man James Morris), the Mega-CD game will have the same distinct features.

In order to create a realistic feel to the vehicle and track design, all the graphics have been rendered. By first designing wire frames of all the structures, including the cars, the programmers could evaluate how real and fluid the movement would come across to the player.

ARTISTIC LICENCE

When completely satisfied with the shape, the coloured graphical image was then bit-mapped on top of the wire frame to create an overall finish which is both clean and smooth. With this you get an almost perfect image that is also uncannily real in form – as you can see from the CD-ROM shots on this page.

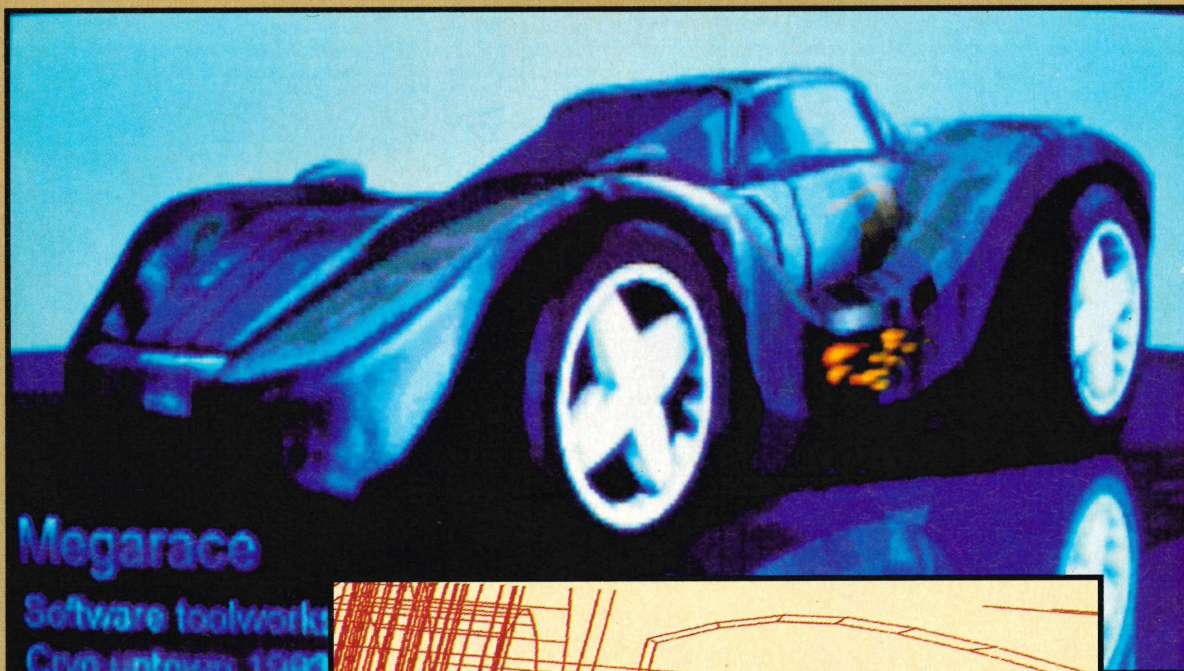
Then there's the actual design of the courses. There are none of your run-of-the-mill chicanes, high-speed straights and weaving bends here! In MegaRace you have loop-the-loops, banks more severe than those found along the deadly Monza circuit and sweeping causeways that corkscrew off into the distance.

It is this exaggerated design that will prove to be more of a challenge to players than the current pack of driving games available for the Mega Drive. Packed with weapons, dare-devil courses and highly competitive gameplay, MegaRace will almost certainly lead the way for other Mega-CD games to push the unit to its vast limits.

With the PC launch pencilled in for January, hopefully the Mega-CD version will follow closely behind, with the possibility of a February or March '94 release.

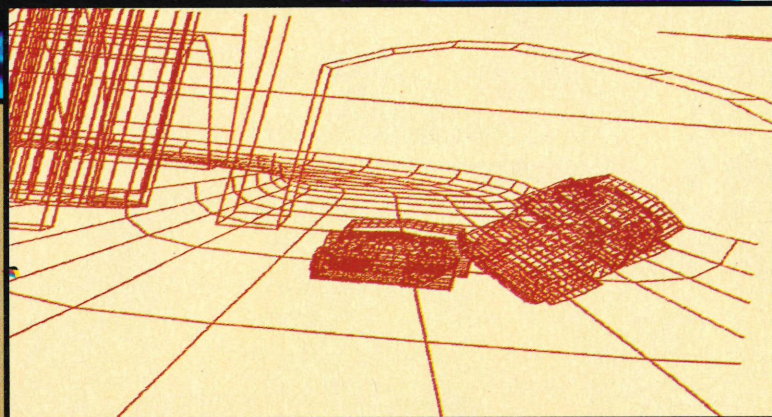


ALLIE



The player has a variety of racing cars to choose from in MegaRace, all of which allow for weapons to be rigged-up to the vehicle. Without them you are vulnerable to attacks from the opposition

With the wire frames in place, the designers run through the game in this mode to evaluate how proportional the graphics look. The cars are also placed so collisions and the like can be examined for realism



THE BANK ROBBERY



Cops and robbers. To the left of the screen stands a policeman, gun at the ready. I'm hiding behind him



GOTCHA! As the boys down Wapping so masterfully describe such tragedies

Shock horror, it's the bank robbery scene! Pistols at the ready and off we go...

REVIEW

Dirty Harry, Magnum Force, The Terminator. We've all seen these movies, right? What they all have in common is loads of violence and more gun battles than the Battle of Caen and the Normandy Hedgerows ever saw. If this is your idea of fun, then Konami has something that should be right up your street, in the shape of Lethal Enforcers. It's only available on CD and is incredibly violent (extreme understatement).

Lethal Enforcers, as all you pensioner-mugging, crack-head, arcade frequenters will know, can be found in

almost every promenade in the country. It is styled in the same mould as other 'go for your gun'-type things. This being the case I'm sure you can all imagine what is involved in such a game – simply blowing the life from anything that moves, with the ideal target being a member of an organised crime syndicate who happens to be carrying a high-calibre automatic weapon in best Armalite style. Unfortunately, in the heat of the battle (hey man, it's a war zone out there) unarmed civilians may often stray into the line of fire and a few cops who really ought to know better may also become victims of the shooting.

YOU LOOKIN' AT ME?

The plot of this game is simple and should appeal to the sort of people who enjoy visits to the local cinema or video shop to feast their eyes and minds on cinematic masterpieces such as Under Siege – which basically means that Lethal

Enforcers has no plot. In this game you are simply the rookie cop who must work his way up the promotion ladder to the rank of commander. Personally I cannot vouch for the Police force of the United States, but in good old Britain I know for sure that the way to become a Detective Inspector in this country is NOT to blow away half the city (simply become a Mason instead), which seems to be the way it's done in the States.

However, forgetting moral dilemmas about the rights and wrongs of differing methods of law enforcement, let's get on with the game. The game comes complete with one "Justifier", a whopping great handgun which will be your standard piece of equipment for the game. This plugs straight into the D-Pad port so there is none of that messing around with batteries nonsense.

If you wish, a friend may join you on this killing spree by either plugging in a D-Pad

and using it as a second gun, complete with cross-hair on screen, or by posting £10 to Konami for an extra gun. After all this is sorted out it's down to the killing business.

SICKO

We kick off in a bank with the mission being to shoot all the law breakers, preferably avoiding innocent civilians. This is easier said than done, because the bad guys often appear on screen two or three at a time, blasting away with semi-automatics – a little unfair considering you are only armed with one poxy little pistol!

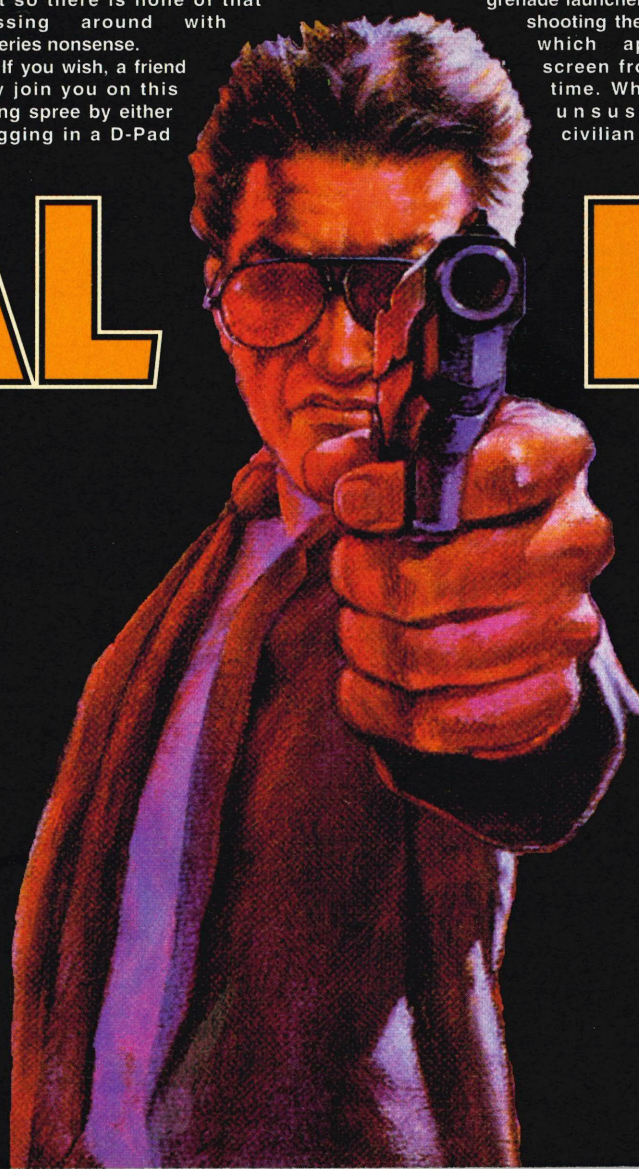
Fear not though, because your trusty old gun can be transformed into such lethal weapons as an M16 or even a grenade launcher, simply by shooting the gun icons which appear on screen from time to time. When a poor unsuspecting civilian is blasted

LETHAL EN



An innocent victim gets caught up in the crossfire. Love the outfit dear

Ooops, sorry about that. Anyone can make mistakes – I'm only human after all



they fall to the floor and large blood red letters float in the air above them indicating "Innocent Victim"!

The game soon progresses further afield, encompassing car chases in which the car can be wrecked, the usual hijack scenarios, drug busts and a bit of shooting which involves using thermal sights in an abandoned factory which has been set alight. After each stage you will receive an accuracy rating, a kill score and a count on how much ammunition has been expended. To move up the promotion ranks your cop must achieve at least 65 per cent accuracy ratings for the first stage and substantially higher kill/accuracy percentages for the later stages.

Lethal Enforcers is certainly not the first game of its type to appear on the Mega Drive – Terminator 2 and Operation Wolf both used the 'fast on the draw, blow it away technique', but it certainly is the first to incorporate real digitised characters and simulated gun and human sounds, both of which combine to produce an unpleasant and very violent aura. The digitised humans look a little too much like real people for comfort and it is slightly disturbing to blow them all away with such great ease and little thought.

The packaging contains a warning that the game is not appropriate for minors and if this is the case, just who exactly is Konami aiming this game at, sick adults? Lethal Enforcers, while not irresponsible, has been done in very bad taste. On the other hand though, shooting basically the same old thing over and over again (which is what this shallow game is really all about) may be enough to put you off guns and such for life. I fear that this is perhaps the beginning of a very unwelcome era for the shoot'em-up.



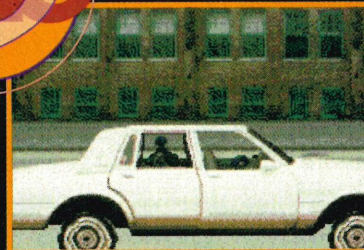
GERRY



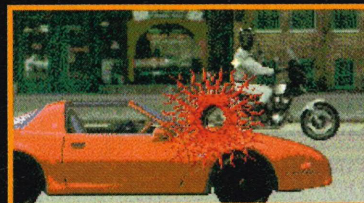
A paramilitary-type crouches to fire. Will my gun be fast enough? Who really cares?

SECOND OPINION

I disagree with the bad taste label this game has been given by Gerry. Granted, all of the targets in Lethal Enforcers are 'real' people, but it's not as if they die in an orgy of blood and guts (à la Mortal Kombat), is it? The game is another variation on the good guy/bad guy scenario and amounts to nothing more than a poor Operation Wolf/Thunderbolt and T2 rip-off. I won't recommend this game because there are so many similar and better titles than it – not because of some dodgy moral standpoint. **ANDY**



The bloke in the window has just taken one between the eyes (as we say down the 4th Precinct)



Ouch! The person on the bike has just shot me. Now I'm angry – both him and the red car are in BIG trouble now

LETHAL ENFORCERS

THE GRISSOM GANG



The van, one tyre blown already, is veering out of control. I have 'em now!



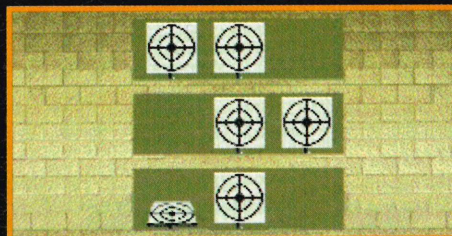
Bloody hell, he's hit me. Where's that ABC suit?



Oh no, shock horror, it's that mad bloke again. Take aim...



The bad guy falls from the truck, his body pumped full of lead



This is what I need, a spot of target practise. Down the ranges we go



Damn, missed again. Clint Eastwood I'm not!

LETHAL ENFORCER

PLAYERS: 1/2

DIFFICULTY: MEDIUM

SHOOT'EM-UP

GRAPHICS

8 Very good. All digitised sprites and backgrounds. A bit on the 'heavy' side when the humans go down

SOUND

8 Again, very realistic – perhaps too realistic

PLAYABILITY

7 Good to get all that aggression out. Very easy to become immersed in, which again is a little disturbing

DURABILITY

6 Tricky one this. I was a bit on the bored side after half an hour, but the sickos out there will be at it for weeks

UPPERS

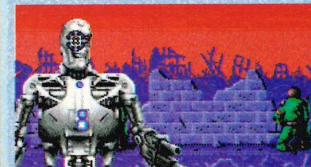
- ▲ First of its kind on the CD
- ▲ Good visuals

DOWNERS

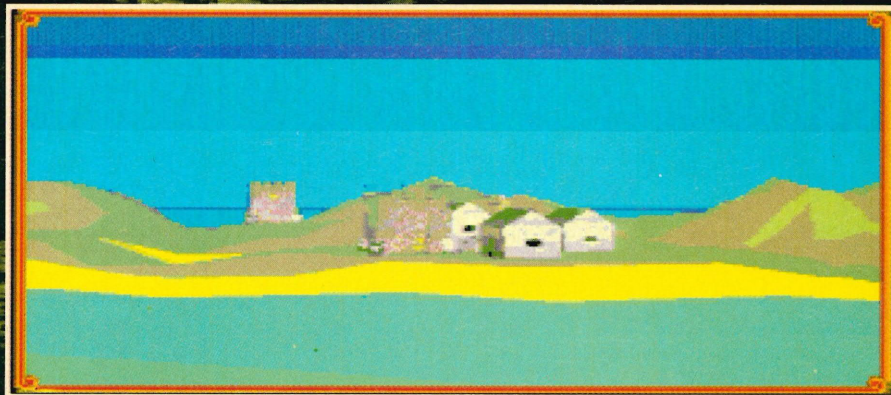
- ▼ The violence is too realistic
- ▼ Very shallow gameplay

ALTERNATIVELY

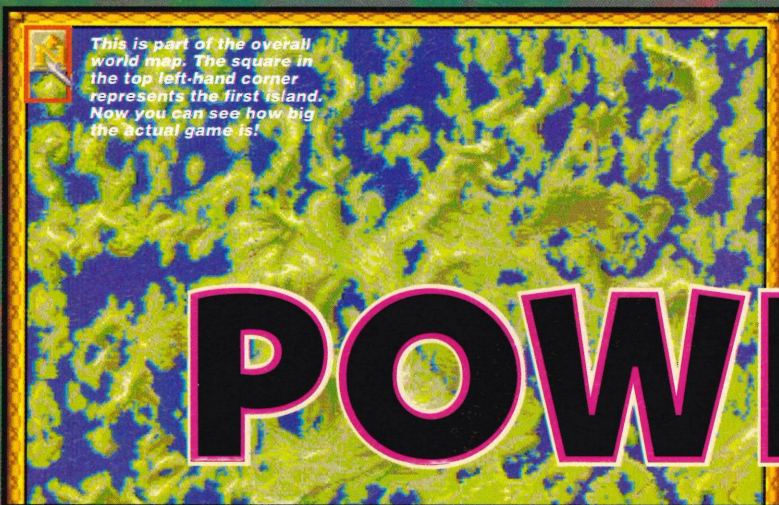
Terminator 2: The arcade game. Same idea but done with more taste, imagination and lots more challenge and variety. If I had to choose, Terminator 2 would come out top.



78%



On this level the camera has temporarily focused on a local village with a castle in the distance



This is part of the overall world map. The square in the top left-hand corner represents the first island. Now you can see how big the actual game is!

Hands up who wants to be king for a day? Soon CD owners will be able to, when they get hold of this great new game.

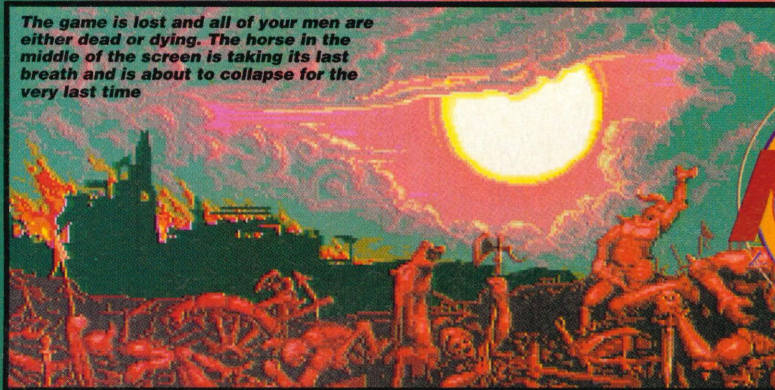
POWERMONGER

PREVIEW

In the ninetieth year of the twentieth century a popular software house, Bullfrog, released a game on the Amiga by the name of Powermonger. Everyone reckoned that it was supposed to be the sequel to the smash hit Populous, but the programmers said otherwise. The two games looked pretty similar but that was about the only resemblance.

In January of this year EA released the Mega Drive version of Powermonger and it received rave reviews, scoring 87 per cent from our very own warmonger, Gerry. This game has now had a complete

The game is lost and all of your men are either dead or dying. The horse in the middle of the screen is taking its last breath and is about to collapse for the very last time



overhaul and has been crushed and sliced thinly enough to fit inside a Mega-CD.

The basic game is still the same and involves you commanding a load of troops, making them roam around a 3D

isometric landscape conquering every village or castle that they come to, and either killing or befriending the other kings on the island. Sounds easy doesn't it? Well, it's not that simple, due to the sheer scale of the game - there are 195

different lands that can be conquered, with some of the harder ones taking hours to finish.

At the start of each land you are shown a pre-rendered view of the island, with the camera zooming in and around it to give a fly-by view of the complete land. All of the castles and villages are shown in great detail, until the camera eventually zooms in to show your captain's main base.

POWER TO THE PEOPLE!

At first you will only have a handful of troops, but by winning fights and storming villages it is possible to recruit more and more people to your cause.



The good captain looks down upon his men who are huddled around the castle having a good old natter



Who are those guys coming in from the right? They don't stand a chance against my mighty army. Charge!

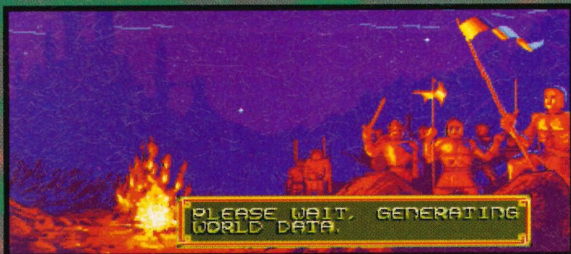


Every island is different and they all start off with a fly-by-view of the whole area, showing all the villages, towns, and castles



All of the fly-bys have been pre-rendered and recorded to CD. The playback is smooth, fast and very impressive

Between levels your men can rest around a nice, homely fire



This blood splattered message says it all really, doesn't it?

GER

After particularly difficult battles you can capture enemy leaders and make them work for you. When this happens, a picture of the enemy leader is displayed next to the one of yourself and by selecting him you will be able to command his troops. Up to five leaders can be recruited at any one time, and so effectively you can have control of six armies all at the same time!

All the leaders under your command are shown standing around a table in the

All of the enemy are dead so the land is mine. Having survived many fights it looks like I'm going to bite the big one when my coat catches fire



centre of the screen, looking down onto the play area. Some of the islands are hilly and thus parts of it can be obscured from your view, and it is at this point that one of the game's flashier features comes in to play. In all other versions the table

can be rotated so you can see the game from any angle, but in this version the whole room rotates, characters and all. To aid this, the main screen has been completely redesigned to make the main game window 30 per cent bigger.

Another feature of Powermonger that sets it apart from other war games, is that it concentrates on every aspect of battle. It's all very well having a giant army, but if they haven't had their Weetabix before a big fight they aren't going to be very happy, are they? Every character in the game has their own personality which affects the way they react to your orders – to find out about them just click the pointer on one of the character sprites to bring up a whole load of information, such as their name, age, job, sexual preferences and so on.

MAKE LOVE NOT WAR!

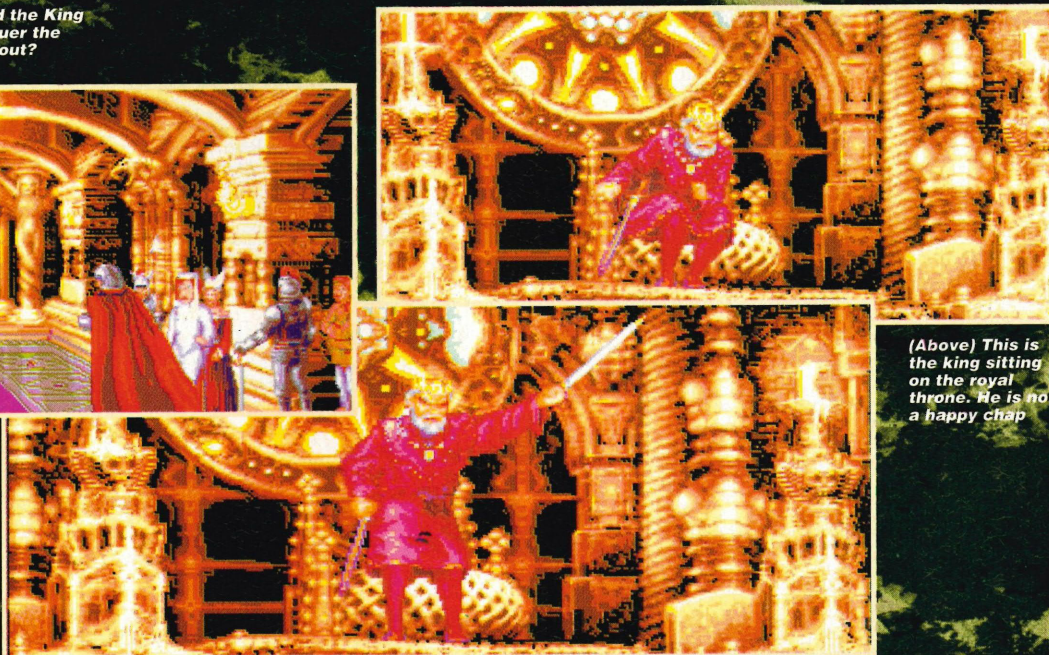
The best way to keep these people happy is to feed them, so it's lucky that food can be found for your troops quite easily by searching villages or emptying out dead men's



(Below) The world is at war and the King needs the best captain to conquer the enemy. Guess who has to help out?



(Right) Go now and fight the evil hordes!



(Above) This is the king sitting on the royal throne. He is not a happy chap

WAR OF THE WORLDS



The balance of the scales shows that the evil bods are winning. I reckon it's time to pull your finger out, captain!



The blue troops have attacked an enemy platoon and there are dead bodies strewn around. Some of the souls of the recently departed can be seen flying up to heaven



It's raining and there is no one in sight. My guess is that they've gone off for a quick pint at the Three Horseshoes – after all, it is Thursday when they sell 8oz rump steaks for only £4.95. What great value for money, eh folks?



One of the captains has been defeated and he is now forced to work on my side or suffer the consequences. What an evil ruler I am proving to be. I never thought I had it in me ...



When nothing is going on, all the people sit around in a circle and sing naughty songs and drink ginger beer

CONTINUED

pockets. If this proves to be unfruitful, there are some sheep running around that are just asking to be turned into lamb chops!

War is not a very nice thing, and believe it or not, quite a lot of people get hurt. Usually it is the side with the largest amount of people that wins, but this is not necessarily the case in Powermonger because it is possible to invent new weapons. Everyone starts off unarmed, but by keeping a few people in a village you can invent great tools of death such as swords, bows and arrows, pikes or maybe even whopping great catapults. The enemy may have hundreds of troops, but bombarding them from a long distance with these babies will sort them out good and proper!

ARMED AND DANGEROUS

When everyone is armed, full-scale battles will commence. If enough thought has gone into the game then the good guys will win, displaying the new and improved victory scene. If they lose the defeat scene will come up, showing the horrors of war. Here animated horses keel over and die and a Pythonesque bloke hobbles along before collapsing in his death throes. It's all very pleasant stuff!

On 16-bit machines Powermonger was fantastic, but for some reason the Mega Drive version wasn't quite as good. This time around, it has been completely overhauled and all of the faults have been fixed. People thought that the joypad wasn't as good as a mouse when controlling the original game, and so this one has been made to be compatible with the new Sega Mouse. It's just a shame no one has one at the moment!

The other complaint regarding the Mega Drive version was with the options system and this has also been remedied. This panel has been shifted to the bottom of the screen instead of being at the side, and the optional help system describes each option in depth.

These additions will hopefully make Powermonger CD one of the best war games around and all the snazzy intros

and music only serve to make the game that much better. There is just one other improvement that I haven't mentioned yet – it is cheaper than the original cartridge version! This should make any CD owner wet their pants in anticipation of playing this fantastic brain bending game!



RICH



(Above) All the houses and buildings have their individual stats. Just highlight one of them and up they pop

POP UP THE VOLUME

Confused? Don't know where you are? Then use this amazing pop-up map for all your cartography needs!

The captain stands around the table looking down onto the land and the houses of his faithful followers. This is where the main action always takes place

If the map in the top left-hand side of the screen is too small for you, then this pop-up map will come in very handy. Use it to spy on the enemy camps and check on their population

This bar down the left hand side of the screen is very handy. Not only does it show a small map of the entire land, but the scales let you see how well you are doing. In this picture the scales are heavily balanced against me, and thus I am losing, but not for long!



By using these icons it is possible to control every member of your army. Select an icon by clicking on it and your troops will follow. You can tell them to fight, invent, search for food, get them to send messages or even tell them to bugger off to where they came from

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NHLPA

PREVIEW

Gosh, well here we are again back on the old ice hockey trail with Electronic Arts. This game is giving me a severe case of déjà vu, because about two months I was the fortunate egg chosen to review NHL '94, the bog standard cart game and now, yet again, I have been chosen to be the first to play the mother of all hockey games on CD. I'm suprised I haven't been accused of sleeping with the boss a long time ago...

GYMSLIP

So the big question all you super readers out there in reader land must be asking is, "Now why would EA want to go and change the best game in the world?". As it goes, I'm glad you asked me that one because the answer is imprinted on my pea-sized brain. Electronic Arts has recognised the fact that the Mega-CD is finally taking off in this country and that the quality of CD games is steadily improving. This being the case, it has decided now is the time to release one of its classic games onto this format.

The decision to release NHL '94 is based on simple logic – let's give CD owners a great sports game with an already proven track record and sell it for 39 quid, a lot less expensive than your average CD game. Yes, the astute reader out there will have realised that if CD is your thing, then this could be the sports game for you.

This is in no way a new and improved hockey game, however EA has included a few new 'things' – with all that spare memory knocking around it would be a shame to waste the opportunity to throw in a few little features that could make playing that little bit more pleasurable.

The new features, from the top as such, include live video footage on the intro sequences and one new team,



It's that man again! Ron Barr is now the official commentator for all EA sports titles – he'll probably never have to do another day's work in his life. Lucky devil

Anaheim the Mighty Ducks. Don't ask me why they are called the Mighty Ducks, it must be the American sense of humour (???) or something.

The in-house commentator whose name slips my mind, has a fanatically annoying American accent (like all the other EASN bods – John Madden and the like) and not only comments on the games, but if you so wish will give you a run-down on all the teams, players and how to avoid getting young women pregnant. No joke – EA has included all this at no extra cost, although I'm not quite sure why.



It's always bad when the opposition manages to score. The only way to satisfy your craving for revenge is to simply deck them as they celebrate! All is fair in love and ice hockey...so they say!

MIGHTY DUCKS of ANAHEIM



ANH

Mighty Ducks

Pond

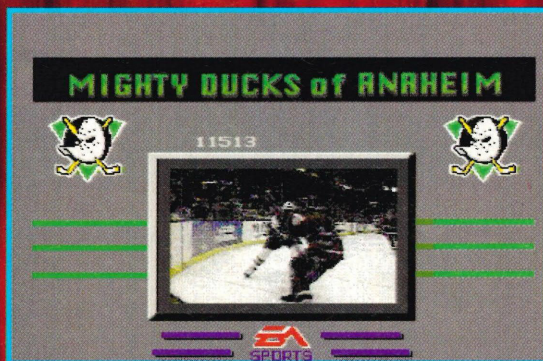
Offensive scoring strength 0%
Defensive scoring strength 100%
Power play advantage 0%
Penalty killing disadvantage 100%
Home team advantage 50%
Road team disadvantage 150%
Number of forwards 9
Number of defensemen 7



The Mighty Ducks of Anaheim. Did you know that this team started off in the film *Champions* starring Emilio Estevez? Now there's a bit of useful info for you!!

EA on CD – yes, it's true! NHL Hockey '94 makes another stand...

EMERGENCY UNIT



There is a lot of digitised footage that can be seen throughout the game. Slam into a wall and WALLOP...the scene cuts to a video of some unfortunate person getting hospitalised by another player



This is yet another example of the fine quality of graphics used to enhance the game for CD owners

HOCKEY '94

There is no use just smacking the puck all over the place, because you will get done for icing and will have to start with another face-off again

Number 28 has the puck, but Morrissey is on the ice and it looks like he's going take him down



Naturally there are all the cosmetic improvements we have come to expect from a CD conversion. The soundtrack is a lot better, the noises the crowd make are much more defined and the goalkeeper will now come off his line (Soccer speak – I do apologise to any ice hockey fans regarding my extreme ignorance on the terminology used when discussing the sport!), to intercept attacking forwards.

One really nice touch is the action replay feature, which works something like this – when you score a goal or slam someone into the

wall, live video footage, not of the actual event but of something rather similar (for example a player celebrating a goal), will appear on screen. Sod all to do with the game, but still it's there anyway.

PAUL NEWMAN

That's about it really on the new features front. As I pointed out, they are all simply there to enhance the product, not in any way to improve on the cart game. All the great gameplay and super jolly fun of NHLPA Hockey is still there so fear not, nothing is missing. It even plugs into a four-way play adapter, you lucky, lucky devils.



GERRY

(Left) And it's extremely chaotic down here at the moment. Just what is going on? There's arms and legs everywhere, and not a brain in sight



IN THE BEGINNING



Blimey, we haven't seen anything like this before! During the intro lots of images travel across the screen, and they are all brilliantly animated using FMV

A few seconds later the intro has moved on a bit more and we have seen lots of digitised footage from NHL games. Is that Jason Voorhees in the background?





Ha, it's the evil biker girls. These girls want to play some Meat Loaf (or some other equally dreadful soft metal nonsense), so get down there and save the day with your fantastic INXS video



Here is the fantastic 'choose a song option'. With a massive THREE to choose from, boredom will become a thing of the past (I don't think)

INXS

MAKE MY VIDEO

Lock your doors and batten down the hatches. The Make My Video crew are back in town.

REVIEW

Welcome yet again to the inconceivably humdrum world of Make My Video. Here's the bad news, games players – yet again Sega has turned a deaf ear to all us nice magazine people and continues to churn out this utter rubbish, this being the fourth in this appalling series.

Personally speaking, I have never yet come across anyone who has actually admitted to digging deep into their pockets and paying for such nonsense, but someone out there must be buying them for Sega to continue producing new additions to the series. If you actually own one of these things and enjoy it, please send us a mini-review explaining why you think the Make My Video series is really worth the money.

This new effort features Aussie rockers INXS, not one of my favourite bands it has to be said – yet another silly poppy/teeny group, but they're still the best yet to feature in the MMV catalogue. As with the other previous games, there

are three videos to direct and play around with, plus all the usual high-tech icons that we all know are essential to make the perfect video with – the strobe light, the mirror mixer, a nice thing that gives you acid flashbacks and the freeze frame. Chuck in three separate screens worth of video footage (which by amazing coincidence were also seen in all other three MMVs) and off we go, time to make the perfect video for the screaming masses.

NOT ENOUGH EXCESS

This time the adoring fans are all dotted around a pool table in some type of social club, where a couple of stereotypical teenage bimbos are showing a bit of cleavage and generally running down all

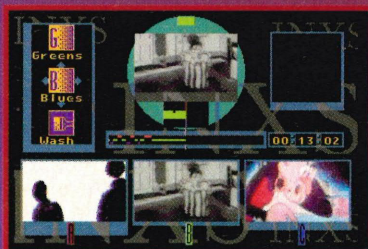
the boys within a 40-foot radius. After listening to a few of these young American males speak, I can't say I really blame the girls for looking so bored and treating them like empty-headed twits.

Apparently, these girls need to feel good and the rather sorry-looking establishment where they are hanging out is in dire need of cheering up. Naturally you step forward and make the perfect video – simple. However, at forty-five quid this is a complete waste of money, and any fun you have with this will be over and done with in seconds. This rubbish should be given away free with the INXS album/CD, tape or whatever, not sold separately. Shame on you Sega.



GERRY

Here we are, making a video. No problems, readers, no problems at all



Success – the Americans hated the thing so much that all the whipped cream was sprayed over some geezers body...then very slowly it was licked off



INXS: MAKE MY VIDEO

PLAYERS: 1

DIFFICULTY: N/A

INTERACTIVE VIDEO

GRAPHICS

9 Full FMV, no graphics as such. I suppose it looks alright

SOUND

9 High quality – personally I blame the compact disc

PLAYABILITY

0 No, no, no, no!

DURABILITY

0 Don't make me laugh

UPPERS

▲ Erm, absolutely none

DOWNERS

▼ The game, the concept, the price, INXS, the yacky Americans. It's so yammy it should stick to walls – I could go on and on...

ALTERNATIVELY

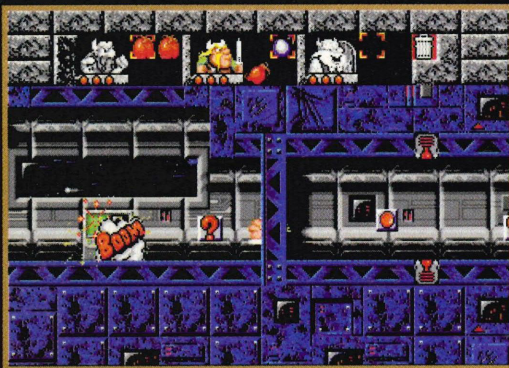
If you are completely brain-dead, try out the other MMV things. If however, you have any sense, you will head down to your local video store and buy that gem of a Mega Drive game, Sensible Soccer.



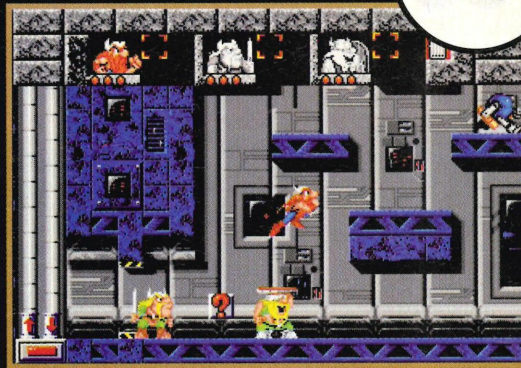
4%



After escaping from his cell, Erik wonders where he is and just what exactly that thing in the corner is



Baleog cunningly hides behind a girder as he detonates the bomb. Just what effect will it have on the spaceship?



Using his shield, Olaf can make a platform that Erik can jump on

**They're lost. They're Vikings.
Yep, they're the Lost Vikings!**

LOST VIKINGS



A BRIDGE TOO FAR

Olaf and Baleog can't cross any gaps, so just how on Earth will they cross this spiky pit? The answer is simple - Erik is at the bottom where there are three switches...



...By flicking various switches, certain platforms will appear and the duo can gradually make their way across



REVIEW

Many moons ago a game came out on the SNES that took a lot of people by surprise. It didn't have a very high-profile release and it wasn't hyped as much as many other games are, but for some reason everyone who played this game was fascinated by it. The graphics and sound didn't really push the machine, but its wonderful gameplay somehow grabbed you by the throat and didn't let go until it had squeezed the last breath out of you.

The game in question was the Lost Vikings, which combined fiendish puzzles with furious platform action. Now all you lucky Mega Drive owners are in for a similar treat, because the Lost Vikings are coming your way!

WE THREE 'KINGS

Starting off way back in ancient Denmark, three legendary Vikings were minding their own business when an alien called Tomator kidnapped them to put in his menagerie. Cue brain-melting action as the three valiant heroes try to escape

from the evil alien's clutches and get back to their loved ones.

Each Viking has his own particular skills and only by making the three chaps work as a team is it possible for them to complete their quest. Erik the Swift can run very fast, jump and break through walls with his head. Olaf the Stout is a fat geezer with a large shield that can withstand any attack, and it also doubles as a handy hang-glider. Baleog the Fierce is the only one who can fight, and to this end he is armed with a sword and a bow and arrow.

Individually they are useless, but together they are a force to be reckoned with. For example, when the three heroes are under attack, Olaf can protect the gang with his shield, Baleog can fight off the evil hordes while Erik jumps up to platforms to collect any useful items that are out of reach.

THE 'KING AND I

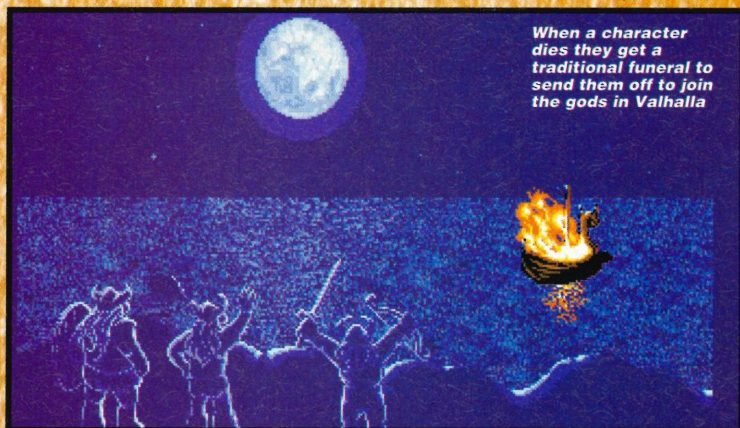
By coordinating the three Vikings in such a way, they will easily be able to escape from Tomator's spaceship. Right at the end of the spaceship is a hole that the trio think is a way home but, horror of horrors, it is in fact a time warp that sends them hurtling through the space-time continuum into the unknown...

The intrepid three find themselves sitting in a field relaxing for a bit when a giant purple monster comes along and attacks them. A bit more exploration reveals that they are in Prehistoric times, surrounded by dinosaurs and cavemen. Being decidedly stupid little fellows, this doesn't put them off and they persevere in their attempt to find holes in time to jump through, until eventually they can get back onto the spaceship again, beat Tomator and get back home.

This is easier said than done, because some of the puzzles are fiendishly difficult and require a great deal of

CONTINUED

DYING A DEATH



When a character dies they get a traditional funeral to send them off to join the gods in Valhalla



Are you alright, mate? You don't look too healthy if you ask me!



Oh dear, Erik has breathed his final breathe as he sinks deep down into the quicksand



Olaf's shield is so good that he can use it as a hang-glider. Quite often he is found gliding about, avoiding fiery platforms



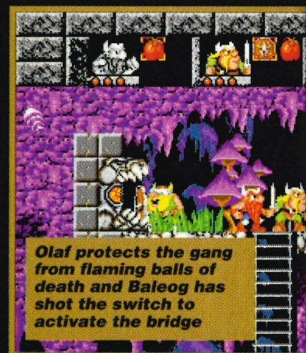
Erik has put on his exploring pants and headed off into regions unknown. Now how did he end up there?



Solid walls can be bashed down when Erik runs into them, but who knows what untold horrors lurk behind them?



Right lads, let's jump down this hole and see what happens!



Olaf protects the gang from flaming balls of death and Baleog has shot the switch to activate the bridge

thought and skill. However, although the puzzles are hard, they are not infuriating – failure only makes you more determined to save the little chaps! Unfortunately, even though there are no lives as such and each puzzle can be attempted as many times as desired, it can be very annoying when you have spent ages manipulating each character, getting them to perform certain tasks in specific places to gain access to the level's exit and then one of them goes and dies. The other two may successfully escape, but you still have to do everything all over again. As some of the levels are very big this is rather annoying, especially on the later stages.

NORSE RACING

Apart from this, I cannot fault the Lost Vikings in any other way. The graphics are adequate and can sometimes be quite humorous, especially when one of the troop has a nasty accident of some sort. Sound-wise everything is fine, with some pretty funky music on some of the levels.

The best thing about it, as I said previously, is the deep gameplay. At first, hardened players such as myself (Ha ha ha – Gerry.) may find the game easy, but this is only because the difficulty curve of the game has been so well thought out. Experienced players will sail through the

first stages without having any problems and will get straight to the hard bits. Novices, on the other hand, will have problems on the early stages, but there are clues along the way that will gradually teach them the best way to use each character, enabling them to pick things up very quickly. After you've learnt all the little tricks and tactics and have gained lots of confidence after solving some puzzles, the game gets harder and harder, sucking you in and not letting go, gradually building up to the cortex-shattering finale against Tomator.

At the end of the day, the Lost Vikings is highly original and will revive faith in those who reckon that the platform game genre is dead. I loved this game – go out and buy it now, enjoy it, then wait for the inevitable sequel to come out!



RICH

SECOND OPINION

I'm not a great fan of this type of game at all, and the original SNES version did nothing for me. Lost Vikings on the Mega Drive is equally frustrating in my opinion, which makes me wonder what anyone sees in this type of game. The idea is an original one, but I can't help feeling that the game would be so much better if it had a restart point rather than making the player start over. This glaring fault results in the player's interest running out the moment his patience does, and that for me is not what an entertaining game is all about. Rich may love it, I don't! ANDY





Now here's something that wasn't in the SNES version. A lovely level interlude screen



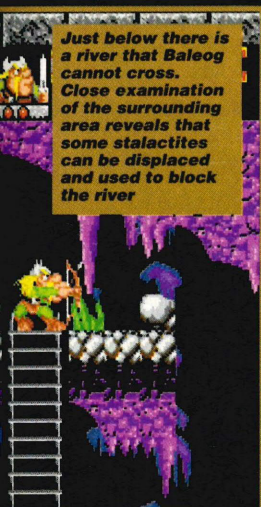
Teamwork is essential in this game. If it wasn't for Olaf, Erik wouldn't stand a chance against the flames



Erik can jump the river but the other two can't. How are they supposed to get across? I could tell you but I won't, 'cos that's the sort of bloke I am!



Things are really hotting up now. Erik is surrounded by lethal electrical sparks and the platform he is on is constantly moving upwards. Clean trousers please mum!



Just below there is a river that Baleog cannot cross. Close examination of the surrounding area reveals that some stalactites can be displaced and used to block the river



After reading Judge Dredd, Erik decides to get out his can of Boing! and have a good time



The wacky levels are strange. Using this see-saw, characters can be catapulted all over the place

LOST VIKINGS

PLAYERS: 1/2

DIFFICULTY: MEDIUM

PLATFORM/ADV

GRAPHICS

7

Quaint, cartoon-style sprites

SOUND

8

Good spot FX and some funky tunes

PLAYABILITY

8

Plays like a dream. It's a shame the two-player mode is a bit poor

DURABILITY

8

Will last for ages and you will be determined to finish it from the moment you start playing

UPPERS

- ▲ Great gameplay
- ▲ A unique attempt at an old genre

DOWNERS

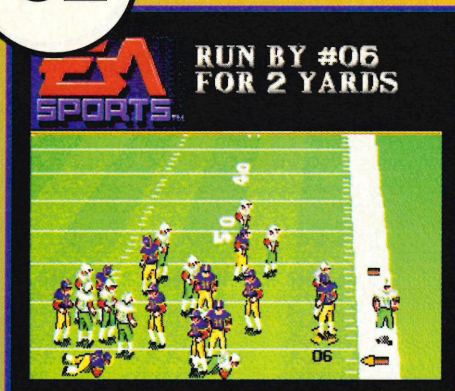
- ▼ Can be annoying
- ▼ Repetitive
- ▼ Perhaps the start is a bit too easy

ALTERNATIVELY

Humans is very similar, but unfortunately it isn't a patch on the Lost Vikings. Avoid that and go for Vikings instead - you don't need an alternative!



88%

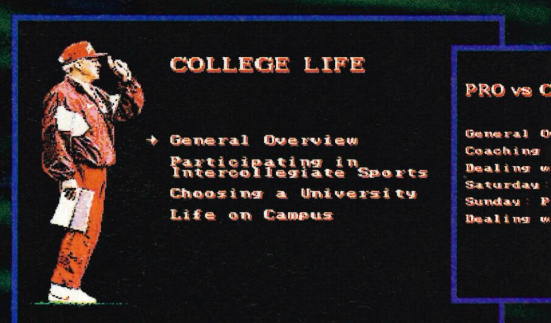


Number six has only managed to run a grand total of two yards! What a geek

THE MAN WHO CAN



One of the major additions is the Walsh Video option. When this is selected Bill gives his opinion on loads of subjects



Bill has a lot to say for himself. Would you follow his advice about having fun at college?

BILL WALSH COLLEGE FOOTBALL

American football games have always done well on the Mega Drive, and soon CD owners will have a game all to themselves.

REVIEW

College football is very big in America, maybe even bigger than NFL football. EA has already released Bill Walsh on cartridge and is soon to release a CD version as well.

Reviewed back in issue 13, the cart game was awarded the very respectable score of 75 per cent, so you'll be pleased to know that the basic CD game is the same as the cartridge, but with vastly improved graphics and sound.

Cynics among you might think that this is just a cunning ploy to get CD owners to fork out wads of money for what is basically a tarted up game, but listen to this – the CD game is going to be cheaper and much better than the original version!

We all know that EA has tons of American football games out already, but this is being marketed solely for people who own CDs and don't have any other of these sports games. What better value can you get?

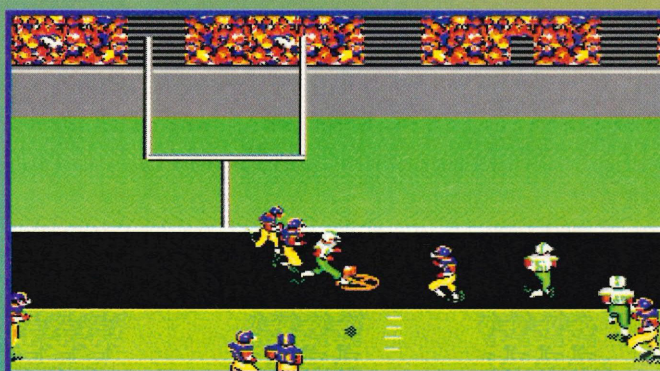
WHAT A GUY!

The basics of American football are simple – two teams play on a pitch and try to get the ball as far up the field as possible to score a touchdown in the end zone. The team with possession of the ball has four attempts to advance 10 yards. If it succeeds it has another four attempts until it scores, and if it fails then the ball is handed over to the opposition.

DRIVE SUMMARY				
	Plays	Yards	Time of Possession	
Rushing	3	11	1:03	
Passing	1	27		
Penalties	0	0		
Total	4	38		

No, it's not something the bloke from BSM gives you, it's a full run-down of the plays used in the game. Obviously the person playing as Hawaii isn't very good because they hardly advanced at all. Oh dear, I forgot I was Hawaii. I guess they are pretty good after all!

When the ball hits the ground it is vital to see how far it has travelled. Hooray for the bloke with the chain because it's his job to perform this task



Chuck the ball in the air and a cross will appear on the ground showing where the ball will land. Stand a man in the centre and pray that he catches it



Passing the ball is a simple affair. Press the C button and three windows will appear showing the players who are ready to catch the ball. Then just press one of the buttons to throw the ball to the corresponding player

LEGE

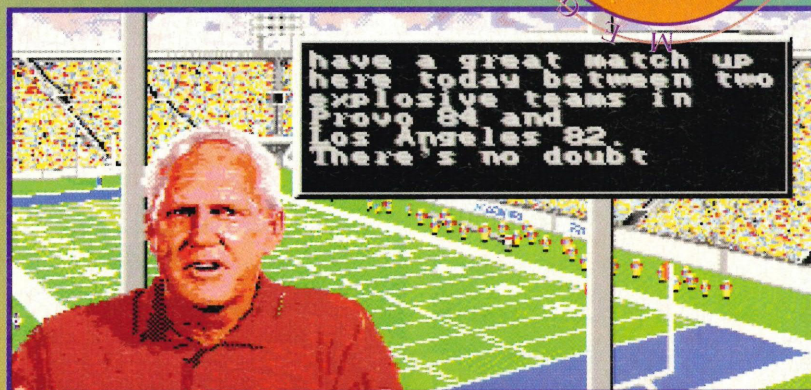
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With the flick of his hand the ref tosses the coin to decide the direction of play. He can do card tricks as well you know!

That man gets everywhere doesn't he? Here he has popped up in the commentary box and is going on about the pre-match information



FOOTBALL

This all sounds simple right? Be warned though, the Americans like to make things much more complicated than they actually are, and so tactics play a vital part in this game. There are about 70 different plays that can be selected, depending on whether you are playing in an offensive or defensive position. These plays can be reversed, ie instead of a player running right he runs left, effectively doubling the amount of plays available.

As I said previously the basic game is the same as the cartridge version. All of the teams are still there, along with statistics for each team and individual player, which means that it is one of the

better American football games to go for. However, there are lots of cosmetic changes that have been made that will enhance the overall effect of the game.

The first apparent difference is the inclusion of a new option entitled Walsh Video. Choosing this produces a whole load of options about various college football related problems. Selecting one of these brings up video footage of Bill Walsh who will give you lots of information on subjects ranging from why it is necessary to scout other teams, to how to enjoy yourself on campus! Strangely, no references to brain-bending liquids or other substances were made, but there you go.

ANIMAL HOUSE

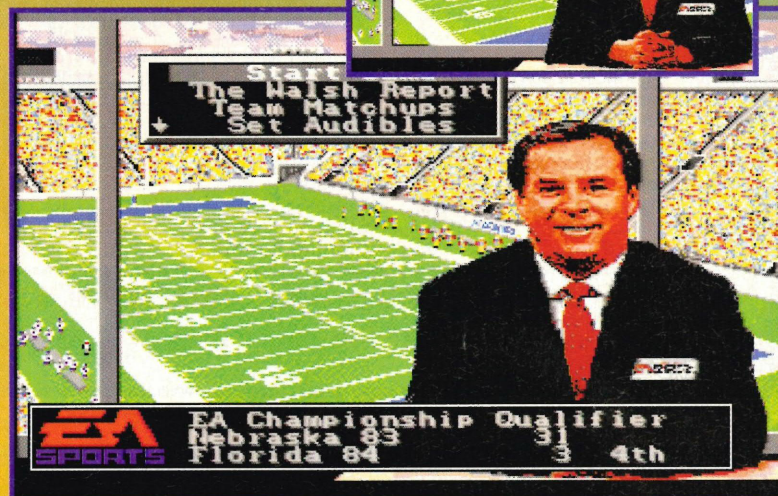
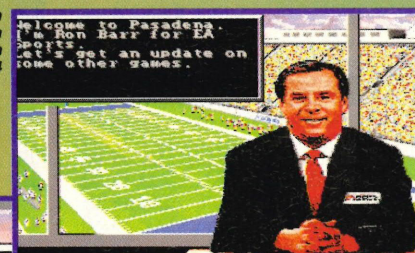
The other major change is in the sound. The development team has obviously pulled out all the stops because this sounds absolutely fantastic. The intro music is best played at full volume, and this is followed by Bill introducing the game with some smart digitised speech. The sounds that the crowd make have been faithfully reproduced with cheers or boos, and general reactions to how the game is going for the home team - there is an uproar when a touchdown is scored and then a marching band plays the team's anthem! Sound and graphics changes in games are on the whole purely cosmetic, but in Bill Walsh things are a bit different.

College football on cart was a great game, but anyone with a CD would be crazy not to go for this. The Walsh Video seems a strange addition, but contains lots of tips that cart owners won't be able to reap the benefit of. With the option of having four players playing simultaneously, this game is what CD owners have been waiting for.



RICH

Here's Ron Barr! It is a little known fact that Ron likes to dress up as a woman and star in a popular sitcom on Channel 4

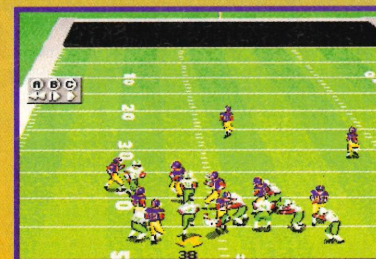


Being the nice chap that he is, Ron keeps the score throughout the game and commentates when the action gets hectic

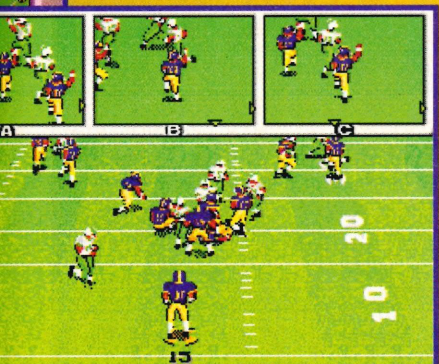


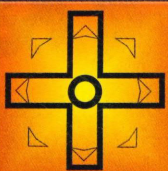
Baton Rouge? Pah, what are they talking about? It's the red stick more like

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HELP! What's going on? If you are one of those people who are allergic to tactics then steer clear of this 'cos there's a lot of them about! The Americans really love stuff like this and spend ages choosing tactics. Personally I go for the one that sounds the most violent every time, 'cos that's the sort of bloke I am





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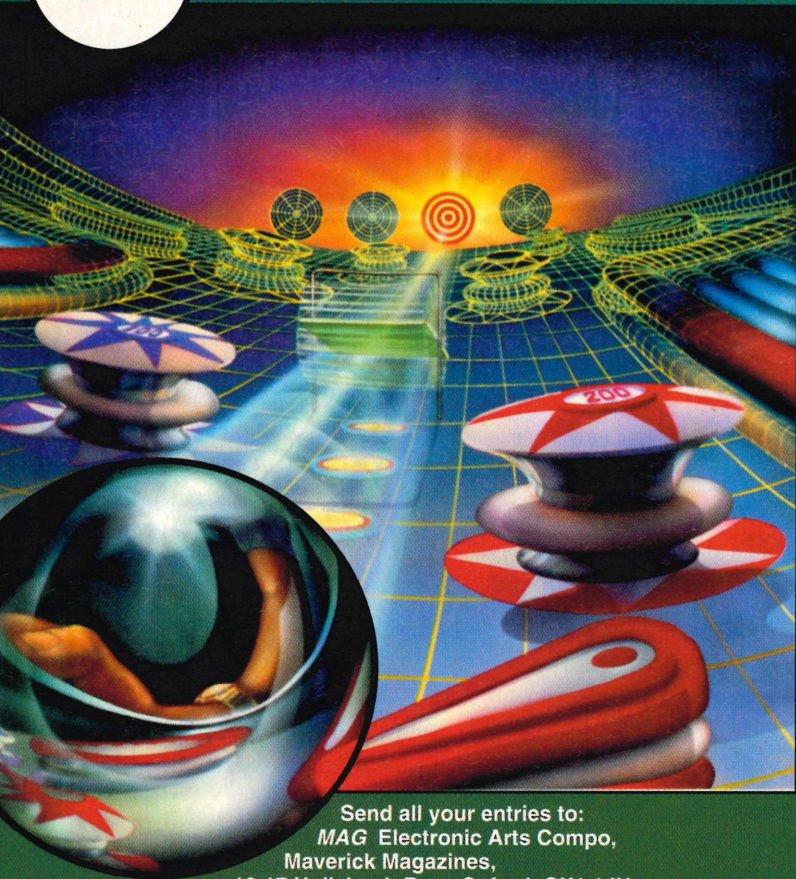
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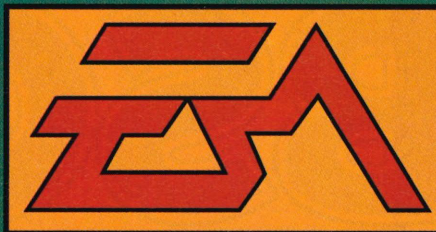
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JAN '94



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Electronic Arts is releasing lots of software at the moment – in this issue alone we have reviewed six EA

games and next month we will have reviews of even more. They are busy people indeed, but not too busy to celebrate this astounding game releasing performance with *MAG*'s readers.

What exactly is EA planning celebration-wise to commemorate this great event? In conjunction with *MAG*, it is going to give away a stunning £1,200 worth of software – we have five game packs, each containing six of EA's latest releases.

The great games included in these packs are Zool, F117A Night Storm, Lotus 2, Blades of Vengeance, FIFA International Football and Virtual Pinball.

All entries should reach us no later than 31 January. No correspondence shall be entered into regarding the winners, so would the readers who always seem to call us up asking "Have I won the games?" please stop it. The lads' decision is final.

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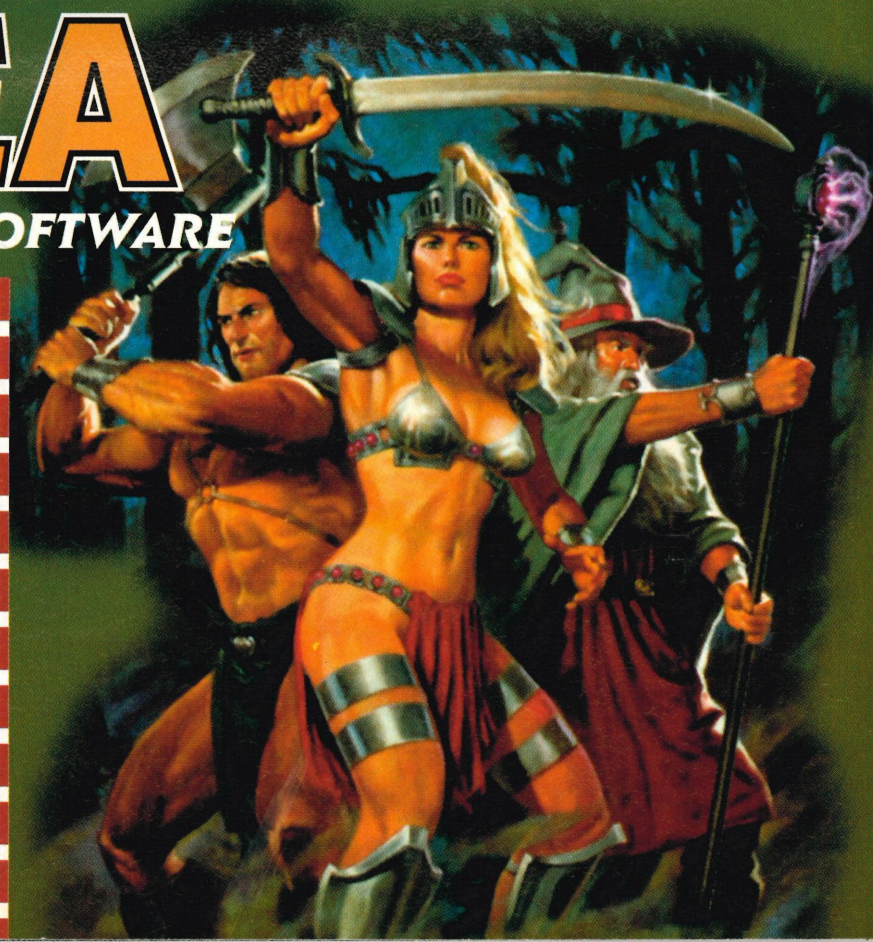
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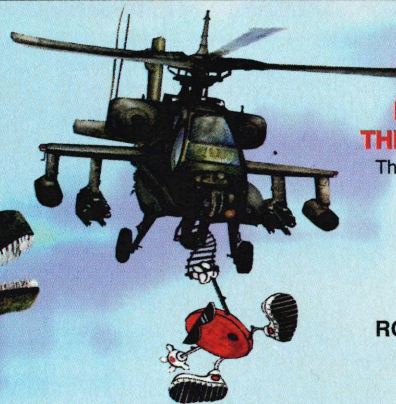
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WESTW

Las Vegas, city of sin, gambling and one of the world's fastest-growing development houses...

Hands of Fate is the second title in the Fables and Fiends series due to be released by Westwood for the PC. It features superb comical animation and background graphics that are painted on screen to create cinematic, 4D pictures!



Like Dune on the Mega Drive, Young Merlin is Westwood's first outing on the Super Nintendo. Young Merlin is a whimsical fantasy action adventure riddled with humour, puzzles and hours of gameplay

Y B

06



With thanks to all at Westwood Studios, Virgin Interactive UK and Virgin Interactive USA

FEATURE

Westwood Associates was formed in 1985 by Louis Castle and Brett W Sperry as a small development company working on a variety of formats, including the Apple II, the C64 and the PC. Specialising in conversion work across a multitude of formats, the company established quite a reputation. Proving its worth developing numerous titles for large US companies such as Infocom, Activision and Accolade, it was soon apparent that Westwood was bound for greater things.

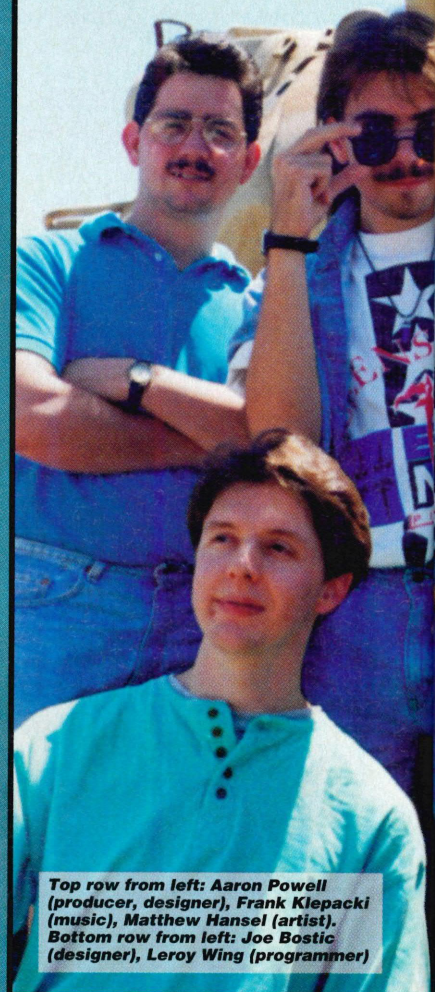
With the conversion work well and truly covered, the firm soon expanded and turned its attention towards the development of new games with the intention of bringing together a small artistic group to produce state-of-the-art, original products. The results, which included the classic Eye of the Beholder RPG/adventure series, have gone on to become classics on many computer formats.

BATTLE PLANS

In 1991, Westwood Associates wanted to move out of simple development and up to publisher status. After negotiating with a number of high-profile software houses, the firm eventually secured a deal with Virgin Interactive Entertainment (at the time still called Virgin Games). The new deal allowed for expansion within the team, to incorporate around 60 members including producers, artists, animators (some employed from film and TV studios, including Hanna Barbera) and full-time musicians.

The results of this new partnership have included Legend of Kyrandia and Lands of Lore on the PC and a new diversion for the company...console development. A relatively late entrant into the Sega and Nintendo race, Westwood has devoted a considerable amount of time to enhancing and developing its game systems to allow for maximum playability on console platforms. The first product for the Mega Drive (and we're assured, not the last) is Dune 2: Battle For Arrakis, previewed on page 70.

DUNE: THE ARRAK



Top row from left: Aaron Powell (producer, designer), Frank Klepacki (music), Matthew Hansel (artist). Bottom row from left: Joe Bostic (designer), Leroy Wing (programmer)

Mega Drive Advance Gaming headed off to Las Vegas to chat to the producers and artists at Westwood about the trials and tribulations of programming on a new format. Questioning them as to where this new direction will ultimately take them.

GUIDING LIGHT

"I suppose you could describe it as 'Sim City goes to war'", announced Louis Castle, vice president of Westwood Studios and part-time tour guide, as he stood at the front of a crowded room which was sparsely decorated with ancient arcade machines.

Talking about Westwood's first Mega Drive product, Dune, Louis continued, "We originally intended this to be a straight port, but decided early on to add different features to compliment the specific platform.

To be honest, I'd rather play the Genesis version than the PC, simply because it presents more of a challenge".

WOOD BOUND



Westwood Studios employs some 60 people working on a variety of PC, Mega Drive and SNES games. Although *Dune 2* is its first Mega Drive product, it is by no means its last!



Louis Castle the vice president of Westwood Studios oversees all projects which are going on within Westwood, but states that he keeps out of the way of the individual teams as much as possible

play due to the removal of some of the more detailed features".

Louis is naturally very pleased with the final outcome, but we asked the actual programmers if the Mega Drive had posed any restrictions for them.

Main programmer Leroy Wing responded, "No way - for me there's only one machine I would wish to program and this little black box is it!". He continued, "The Genesis is enjoyable to program and it's not too limiting for game design, but it simply couldn't handle the PC game mode," thus explaining the considerable game changes from its PC predecessor. "We placed the main emphasis on the gameplay and then tried to incorporate great graphics as well as sound."

TOTALLY INSPIRED

Dune 2: The Battle For Arrakis strays somewhat from the basic trend for Mega Drive games that we have seen emerging, and its highly concentrated strategic design might not go down well with some Mega Drive owners.

We asked if the programmers thought that the market had become too pigeon-holed. Artist Matthew Hansel offered, "Exactly. This market is far too arcade based. With *Dune 2* we can define a new image of what console games can aspire to be. We want to evolve a strategical emphasis in games".

Is there a sequel or a CD conversion? Matthew worked around the question with his answer, "The CD unit is simply a graphics machine where gameplay is always left out, but it does have a lot of potential". Leroy finished with, "Dune could be extended into a sequel, but let's get this one out first!".

With this tender first step into Mega Drive and Super Nintendo development, we asked Louis if he had 'caught the bug', so to speak - Westwood can obviously easily adjust to new formats, so does venturing further appeal to them?

Louis' final words were, "We ultimately look to evolve onto any platform. When 3D0 hits - and if it takes off, of course - we would be eager to explore that avenue as well".



ALLIE



This is an example of a preliminary line-art design for one of the background scenes in Westwood's *Kyrandia* PC game. All of Westwood's games are designed with this kind of intricacy and attention to detail, including *Dune 2*.

Dune II for the PC won great critical acclaim both here and in Westwood's native America - it was challenging, entertaining and graphically superb, but despite the success changes had to be made.

"We refocused the game for the console market," said Louis, excitedly skimming through the game to illustrate his point. "We tried to keep the gameplay very fast and in fact it responds quicker than the PC. The interface has been totally changed and a tutorial mode has been added to guide the player easily into the game."

He went on to explain where the major changes lay, "Due to the absence of a mouse you now have a lack of complex options. On the PC the control system was complicated, requiring quick decisions to be made, and the mouse suited this design. You can't make such quick moves with the joypad because it wasn't designed to react that way, so now the game is faster and much easier to



(Below) *Dune 2: The Battle For Arrakis* is a strategy-based game which Louis Castle of Westwood describes as "Sim City goes to war". It is totally different to the adventure-styled CD game



Welcome to home base, the very nerve centre of all our Spice gathering and military operations. Never under any circumstances leave it undefended

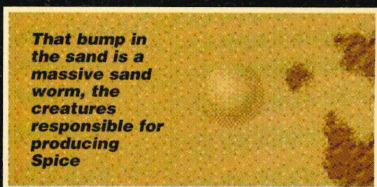
First rule of armoured warfare – send in the tanks for a shock assault then follow up with storm troopers, as written by Sir Basil Liddel Hart. This advice is working wonders at the moment and has stood the test of time



The debris of war – this is what remains of any enemy stronghold after my armour divisions have expended unfeasible amounts of HE on the fortifications



Spice is the most precious element in the known universe and the cause of the war



That bump in the sand is a massive sand worm, the creatures responsible for producing Spice



After a massive reconnaissance operation and the loss of many vehicles, the enemy base is finally located. Now the order can be given for the armour to deploy and attack

The Battle for Akarris. Dune 2, yet another good strategy game for the Mega Drive...

PREVIEW

Once upon a time in the not too distant past, it was rather fashionable for many of you 'real computer' owners out there to look upon the Mega Drive as nothing

more than a toy that little kids played about with in between mugging them there old folks. The vast majority of the games were of inferior quality to those released on floppy disk and for the best part consisted of daft platform adventures which featured cute, silly animals attempting to rescue even cuter female animals from the hands of some mad geezer hell-bent on world, if not universal domination.

Perhaps this image may have been deserving, but these days things are a lot different with the Mega Drive, and Mega-CD for that matter, now enjoying an abundance of RPG, strategy and text adventures. One new release this month from Virgin will be the CD strategy/adventure game Dune (87 per cent, issue 16) and following in a couple of months later will come Dune 2: The Battle for Arrakis.

MOVE OVER DARLING

When it is released in early '94, Dune 2 will be a very different game from its CD forerunner and instead be almost identical to the version released on PC and Amiga formats. The basic concept of the game uses a tried and tested formula which is incredibly simple. Basically, it is up to the player to conquer the planet Arrakis (otherwise known as Dune to us masses) and monopolise the production of the sacred Spice, using any and every means at your disposal in the battle against the hated Harkonnen Empire. These battles take place over the surface

DUNE 2: THE BATTLE FOR ARRAKIS

of Dune and take in one sector of the planet at a time.

Each segment of the planet must be conquered in the name of the house you wish to fight for, with the choice of doing the right thing and joining the House of Atreides or playing the bad guy and fighting for the Harkonnens included. If you are feeling in a losing mood then you can even choose to play the Ordos, one of the lesser competitors, but this is not recommended – believe me! After pledging your allegiance it's down to the nitty gritty and the grim task of war.

Before each stage or sector you will be given a set task to complete, ranging from the laughably easy to the sublimely difficult, becoming far more involved and complex the further one progresses into the game. The early tasks are simple moneymaking exercises in which a sum

A SOLID BOND

Before Spice can be mined and the enemy cleared from your sector of the planet, a secure HQ must first be constructed. This can be thrown together any old way, but it does pay to use a little strategy during planning. By shielding all key

installations from direct enemy attack, many credits for repair bills and valuable time can be saved. This plan below depicts the very bare essentials and what is required before your master plan gets past the drawing board stage.



WIND TRAP
Harnesses the power of the wind and turns it into power for the machines and army. They are very important and as the base grows in size so the number of wind power stations must also increase in number

MAIN MAP SCREEN
A map of the entire land. After an outpost is set up, the map will flicker into life and the places you have receded will be displayed

SPICE REFINERY
As the name suggests, this is the area where Spice is processed and the harvesters unload. After the early stages of Dune 2, you will soon have a massive empire of these things raking in thousands of credits for your cause

BUILDING AND MAINTENANCE CENTRE
The essential nerve centre of all operations – without this no arms factories can be produced and there would be no Spice refineries to rake in capital. Never leave the building and maintenance centre undefended – whenever an enemy base is attacked, this should be the main objective of all your forces

My armour regroups in its staging area on the fringe of an enemy camp. Very soon all the tanks will storm the enemy base and final victory will be mine





The damage screen – to repair any damaged equipment, simply click on the damaged area and then onto the repair icon. Costs quite a bit of money though



It's over in this theatre for now. This armoured group can now be transferred to the defence of the main base where it is desperately needed

CONSTRUCTION FOR BEGINNERS

An army moves on its stomach – truer words were never spoken. Napoleon uttered this famous phrase in the olden days when the combustion engine was still to be invented, but luckily the army on Dune that I run is fully mobile, thanks to my network of arms factories. The factory that is pictured here is constructing small-wheeled reconnaissance vehicles at present.

ARMS FACTORY
After many hours of careful planning and deliberation, I decided this would be the ideal spot for a heavy plant producing military hardware



LOCATION OF PLANT
To make sure you never lose it!

PERCENTAGE COMPLETE
When the blue space bar reaches its peak, the model is ready for action

SPICE WORM
A Spice worm emerges from the sand to devour an enemy tank. It's time to pull my forces back into the concrete base

DAMAGE
If any part of the complex is damaged, it will immediately appear in this box

VEHICLE
currently being produced, small recce affairs

MEGA DRIVE 2 BATTLE FOR ARRAKIS

total of around 1000 credits must be amassed from the cultivation and production of Spice. With few enemies to fear and virtually no weapons to develop initially, this simple scenario soon changes as the stakes become higher and the enemy more aggressive and cunning in its deployment of troops and tactics.

THE HOUSE OF LOVE

To counter the enemy you must first set up a headquarters base on the surface of each sector of Dune and plan your strategy. To begin with your base will consist only of a small square of buildings which include the repair and construct facilities of the base, and from there you must first build a power station or a wind harnesser to provide power for your complex. After this, money needs to

be accumulated for the more expensive things in life such as advanced attack tanks, Ornithopters and all measure of advanced hardware. To enable you to produce such machinery, technology has to be developed so a high tech lab must be constructed...And so it goes on in the complex quest to become master of Dune.

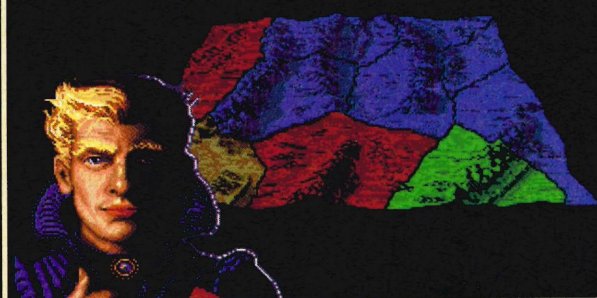
The concept of setting up and running arms factories, producing goods and taking on an unknown enemy is not a new concept and fans of Mega-Lo-Mania will recognise many elements instantly in Dune 2. It is shaping up to be a great game and is yet another positive step away from the arcade platform genre. We'll have a full review when the game is released.



GERRY

It's nice to know not everyone walks around wrapped in cotton wool. This chap here knows when he's onto a good thing

THERE SEEMS TO BE NO LIMIT TO YOUR TALENTS.



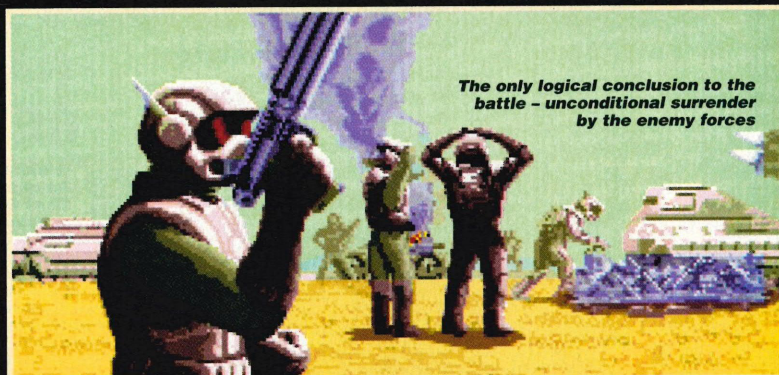
SCORE: 91 TIME: 2:37
YOU HAVE ATTAINED THE RANK OF
DESERT MONGOOSE

SPICE HARVESTED BY
YOU: 33117
ENEMY: 31122

UNITS DESTROYED BY
YOU: 123
ENEMY: 68

STRUCTURES DESTROYED BY
YOU: 23
ENEMY: 0

The victory was not without casualties – 68 vehicles of all types have been destroyed. I've now attained the rank of desert mongoose. Thank you





Mmm, well it's that special time of the month again – the tips page. Great fun eh? Read on, I suppose...

FLASHBACK

A little number here from D Griffias of Holyhead. If you want to see the end sequence of Flashback, simply type in the word **CYGNUS** on the password screen. If it wasn't for this excellent tip I would never have finished Flashback. Cheers!

COLUMNS

A real oldie from Jonathan McCann from Humberside concerning that classic game Columns, which every CD owner will revel in. Build a load of blocks on one side then when a magic block appears, position it so that only two of the blocks fit on the screen. Now the third block will fall separately and remove loads of gems from the screen.

KING OF THE MONSTERS

Hmm, not my favourite game, but each to his own. To access a few well-needed hidden extras, simply press A, B, C and Start on the title screen and

then press A to access the option. The beast you choose should now have between three and 12 extra continues. Get out there now and wreck Tokyo.



WONDERDOG

This is due for imminent release so in our infinite wisdom we have decided to ruin the complete game and make things easy for you!

Here goes:

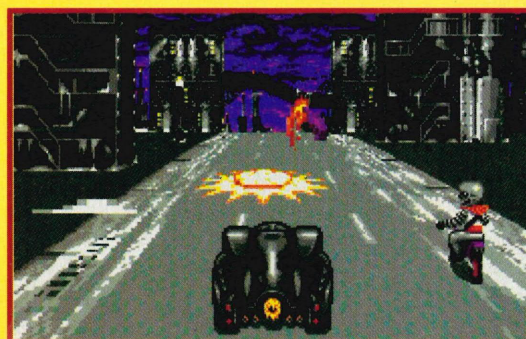
Dogsville:	MYSTIC
Looney Moon:	LEDZEP
Planet Weird:	REEVES
Planet Foggia:	PIXIES
Last Level:	WOOPIE



BATMAN RETURNS

Rather simple way to gain rather a lot of extra lives when playing the Mega Drive game. On level three, continue to ascend and descend the chimney and there we are, extra lives ahoy. Simple stuff really.

We apologise for the absence of Rich's corner of wisdom this month, but the Great One has declined to divulge to us the fruits of life until someone returns his delicious McVitties Jaffa Cakes and his packet of shortbread. Come on Ste, do the decent thing...





TMNT

Hyper Stone Heist!
To select whichever level you want, when the Konami logo appears press the C button once, the B button twice and the A button three times, then B again. Now press A and Start. The hidden options screen should now appear allowing you to select any stage you want. After this it's pizza, fun and beer every night for weeks. Hurrah, smashing.

FLASHBACK

This little gem allows Lester to walk through walls as if he were a ghost. Spooky eh readers?! Walk your man up to a wall then turn him around (so he's not facing it). Hold down the fire button and tap the D-button in the direction Lester is facing. When this is all over and done, push the D-pad in the reverse direction and release the fire button - Lester can now walk through the desired wall or locked door. Now this is the sort of thing I dreamt about when I was a small boy. Interesting eh?

WARRIORS OF THE ETERNAL SUN

Not so much a tip as a hint on how not to get killed. The basics are this - a party with low experience and hit points is very weak and cannot fight monsters of medium strength. To upgrade both hit points and experience, use one of two methods. First arm the party with slings and move to the bridge on the left-hand side of the map. Wait here and simply bombard any beasts that

attempt to cross. Repeat this for about 20 minutes and the party will now be able to face anything they should come across in the first task.

The second way to gain this experience is to re-enter the beast caves and just continue to slay the beast warriors and captains as they attack.

It may take some time for the stats to rise, but the results will be worth the effort.

MORTAL KOMBAT

One of our own this one - from Nige Rich of course. When the game start options screen appears press Down, Up, Left, Left, A, Right, Down (or DULLARD, if you please). Continue this until the words CHEAT ENABLED appear. Now we're cooking! An options screen will appear with loads of flags all over it - each flag has a different value. Simply choose the flag you want.

FLAG

1
2
3
4
5
6
7

EFFECT

Player one dies after one hit
Nothing (eh???)
You can now fight the reptile
Infinite continues
Infinite continues
The computer carries out the death moves
Always fight in the palace gates



JURASSIC PARK

Not content with the complete guide to Jurassic Park, it would seem that a few of you want the level codes. Well, I did play through the complete game and as such know every code in the book. Yes, all you nice chaps who posted in the codes, I was there before you!

DIFFICULTY: EASY

Jungle
Power station
River
Pumping station
Canyon
Volcano
Visitors' Centre

GRANT
OVVUP8DA
2VVUP8DC
4VVUP8DE
6VVUP8DG
8VVUP8DI
AVVUP8DK
CVVUP8DM

RAPTOR
G21G0014
I21G0016
K21G0018
M21G001A
O21G001C

NORMAL DIFFICULTY

Jungle
Power station
River
Pumping station
Canyon
Volcano
Visitors' Centre

OVVUP8EB
2VVUP8ED
4VVUP8EF
6VVUP8EH
8VVUP8EJ
AVVUP8EL
CVVUP8EN

G21G0025
121G0027
K21G0029
M21G002B
O21G002D

HARD DIFFICULTY

Jungle
Power station
River
Pumping station
Canyon
Volcano
Visitors' Centre

OVVUP8FC
2VVUP8FE
4VVUP8FG
6VVUP8FI
8VVUP8FK
AVVUP8FM
CVVUP8FO

G21G0036
121G0038
K21G003A
M21G003C

That about wraps that up. Cheers folks and keep the letters coming!



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SHADOW OF THE BEAST 1 2 & 30891 445 949
MORTAL KOMBAT0891 445 987

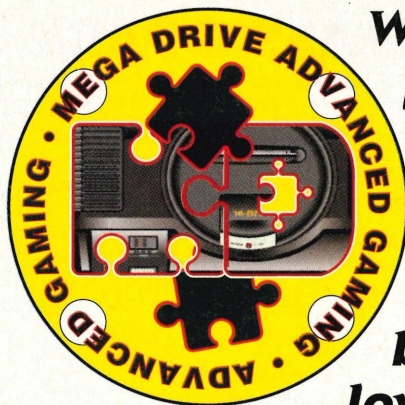
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Welcome to the page where all of your troubles can be eased away by your ever-loving Sheila.



Christmas is coming and lots of children the world over will be given lovely new Mega Drive games by Santa. It is inevitable that there will soon be loads of people helplessly stuck on these games, which is why I am here. When you get stuck, drop me a line like countless others have done before and we here at MAG will try our best to solve your woes.

In case you don't know our new address yet, this is where you can write to me:

Sheila McDuff,
Maverick Magazines,
16-17 Hollybush Row,
Oxford,
OX1 1JH.

DOH!

Dear Sheila (my one and only), Recently I bought a copy of Streets of Rage 2. In issue seven there was a cheat about how to get a rifle of some sort, which I have tried over and over again but still not had any success with! Martin Taylor, Clwyd.

SHEILA: I remember this tip very well and do you know why I remember it? It is because it was our first April fool joke. Yes, I'm sorry to say that even 10 months later people are still falling for our jolly little jape. I can't wait for the letters we'll get about the other ones...

THE WANDERER RETURNS

Dear Sheila/Gerry, Hi, it's me again, the warrior of the eternal sun from Huntingdon. Thanks very much for your reply to my previous letter, but I'm afraid you overestimated my talents - I can't get into the Ascan pyramid, never mind out of it!

Let's see if I can make myself clearer (as mud). I am in pyramid one and can get to the location shown in the guide where it says there is a secret wall that accesses the second level. How do you open it or pass through it? Is it the same technique for the other secret passageways? I'm still using the default party although I've managed to resurrect the magic user - their ability levels are between seven and nine.

I hope this clarifies the situation. Thanks in advance for your help. Another month of frustration - looks like I'll have to go back to playing Sonic, now there's a challenge! Phil Cooper, Huntingdon.

SHEILA: Never one to disappoint those in need of assistance, with a

crack of my whip I shall get my trusty RPG minions to delve into the archives and work out the problem!

GERRY: Aha, it's you again, I thought I might be hearing from you. Pyramid one...right, I remember now. To pass through the secret wall shown on the diagram, simply run into it with the leader of the party and everyone else will follow suit pretty sharpish. Yes, this is the usual technique used for passing through other secret passages. The hit point scores of the party should not matter, nor should the fact that you are using the default party. Good luck, but if you still find yourself stuck, drop me another line.

JOKER'S REVENGE?

Dear Sheila, I have had Batman Returns on the Mega Drive for ages now but I'm totally stuck on act two. At the end of Shreck's Wonderland I keep getting rolled over by the iron ball that The Penguin cuts loose. I can't punch or jump over it. Can you help me please? C Black, Doncaster.

SHEILA: The answer to this is very simple, Master Black. I assume you are talking about the part where The Penguin is flying about in his brollycopter and circular saw-blades roll across the bottom of the screen? Just jump over the blade (it can be done) and hit The Penguin as you

are in mid-air. Nothing could be simpler.

WHAT'S FOR TEA, VICAR?

Dear Sheila, I have just got a copy of Mortal Kombat for the Mega Drive and cannot do any of the death blows. I have tried everything but have not succeeded. Please could you help me? Craig Barber, Kidderminster.

SHEILA: Well Craig, today is your lucky day! As I'm feeling happy and am generally in a good mood, I think I will print the complete list of all of the death blows for every character in the game. Am I good to you or what? Here goes...

The death blows can only be executed when the words **FINISH HIM** appear on the screen.

Scorpion: Stand a character's width away from the dazed opponent, hold **Start** down and press **Up** twice. Scorpion will rip his face-mask off and burn the enemy to a cinder!

Sub Zero: Press **Towards**, **Down**, **Towards** and **A** when standing next to the opponent to rip their head off and watch the blood drip from their spinal cord - assuming that the gore mode is turned on. Turn to the tips page for information on how to do this if you don't already know.

Kano: Hold the **Start** button down and press **Away** twice and then press **A**. Kano will then rip his

adversary's heart out and squeeze it in front of their eyes before they finally die.

Sonya Blade: Stand quite a distance away from the opponent and press **Towards** twice, **Away** twice and then **Start** to blow them away with the kiss of death.

Liu Kang: Press **Up** and rotate the pad through 360 degrees to perform a devastating kung fu attack. This one isn't gory. Boo!

Raiden: To pop the enemy's head and swallow their soul, stand next to them and press **Forwards** once, **Away** three times and then **A**.

Johnny Cage: Press **Forwards** three times followed by **A** to perform an uppercut that can literally knock someone's block off!

TOMB WITH A VIEW

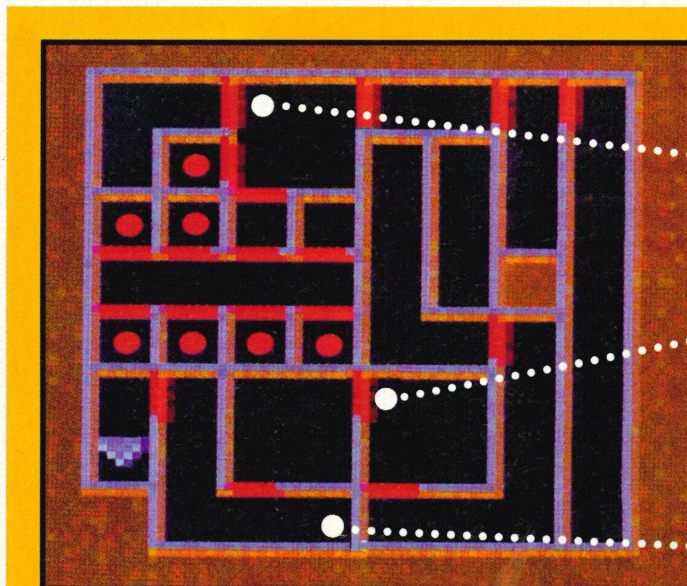
Dear Sheila, I am stuck on Landstalker and as you've already helped someone out with this game before, I thought I would write in for help.

In the town of Mercator after leaving the castle, I have found an old man's house with a trapdoor in it. Jumping down the trapdoor leads to a set of catacombs where each tomb has a puzzle. I have sorted out most of the puzzles but there is one room where four chests appear and no matter which one I open some monsters appear. HELP!

Darren Steel, Stoke-on-Trent.

SHEILA: We reviewed this game quite a while back on import and managed to finish the game even though it was in Japanese! That took quite some doing I can tell you.

Rich, our Landstalker guru, tells me that the whole point is to not open the chests at all, just leave them and wait around for a bit. Soon the torch lights will go out and the puzzle is solved! Patience is a virtue you see. Solving these eight puzzles will allow you to cross the stream on a raft leading to the last tomb in the crypt where even harder puzzles await!



PYRAMID ONE

3 Secret wall leading to the stairs that access the second level

2 Everywhere inside is booby trapped. This is the time to use the thief, because at location two he can disarm all the traps

1 Entrance to the first level



Oh no, not the codes page again! Things are going rapidly downhill in this office...

CODES OF SILENCE

WWF

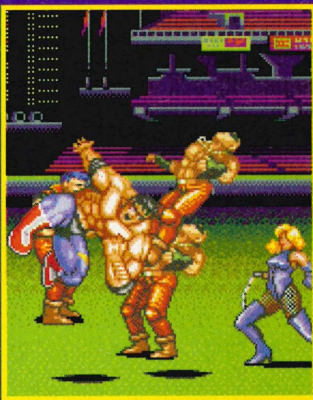
REBTA6TN: Master code - must be entered before other cheats will work

KCWACAEE: Player one starts with 1/4 energy
5CWTCAFG: Player starts with 3/4 energy
DWCACACJ: Kicks do no damage
DWCADTCJ: Kicks do more damage

DCCACAAR: Punch does more damage
CCCADAKA: Elbow-drop does more damage
ACCADABC: Stomp does more damage
GCCACABE: Flying drop-kick does more damage
HWCACAA8: Body slam does more damage
CCCACJBH: Head-butt does more damage

STREETS OF RAGE 2

AK9ABA60: Start on stage two
AV9ABA60: Start on stage three
A39ABA60: Start on stage four
BB9ABA60: Start on stage five
BK9ABA60: Start on stage six
BV9ABA60: Start on stage seven
B39ABA60: Start on stage eight
WJOABECT: Start with five lives (player one)
LVOABECT: Start with nine lives (player one)



THUNDERFORCE 4

AABTAA5J + AJTAAA20 + RZMTA6YW: Master code, which must be entered
A25TAA8T: Invincibility
AKWTAA8R: Infinite lives
A5BAAAFD: Start with seven lives
A9BAAAFD: Start with eight lives
BMBAAAFD: Start with 11 lives
CXBAAAFD: Start with 21 lives



TERMINATOR 2: THE ARCADE

EY6ABE3W: Start with 25 credits
LA6ABE3W: Start with 50 credits
RY6ABE3W: Start with 75 credits
RZ8AA6V6: Infinite lives
SF4ABEXL: Start on human hide-out
SF4ABJXL: Start on Jeep run
SF4ABNXL: Start on Skynet
SF4ABTXL: Start on Cyberdine
SF4AB2XL: Start on freeway
SF4AB6XL: Start on steel mill



CHAKAN

AKZATA7L: Protection from most hits
ALJAWA74 + ALJAWA8J: Never lose potions
ACGTVE7W: Infinite time
RGRTW6TG: Scythe always available
RGRTW6TG: Battle axe always available

ACTION REPLAY CODES

JURASSIC PARK
As well as already giving you the complete guide and all the level codes, here are a few handy codes that should help you finish the game if all else fails.
FF00530003: Infinite lives
FF003B0005: Infinite blue darts
FF003C000A: Infinite red darts
FF003D0019: Infinite stun guns
FF003E000A: Infinite grenades
FF003F000A: Infinite flash bombs
FF00400005: Infinite red rockets
FF00410005: Infinite gold bombs
Thanks to P Carr of Essex for supplying these codes.

KRUSTY'S SUPER FUN HOUSE
FF02FD000X: Level select
FF03EX0000: Removes golden padlock from final door
FF0FF30002: Infinite lives

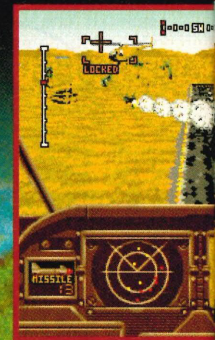
FF0FF50064: Invincibility
FF0FFD000A: Unlimited weapon count

STREETS OF RAGE 2
FFFE690000: Player one takes very few hits
FFF0810068: Unlimited health for player two
FFFE830005: Infinite lives for player one
FFFE810068: Unlimited health for player one
FFF0830005: Infinite lives for player two
FFF0690000: Player two takes very few hits
FFFC3C0099: Unlimited time
FFFC43000X: Level select 1-8





In the second part of our tactical guide, we give you the low-down on the European and Asian missions.

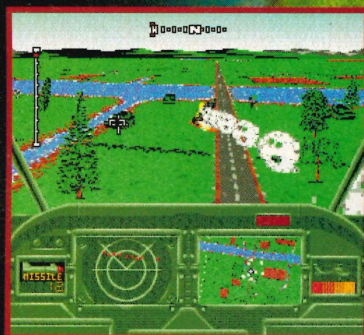


THUNDERHAWK

OPERATION 6 EASTERN EUROPEAN UNITED NATIONS CONVOY

Definitely one of the most difficult operations in the game as you must complete each task quickly, keeping the convoy intact and moving forward. Should any vehicle in the convoy come under fire, your mission will be classed as a failure, so make sure no time is wasted taking out secondary targets which line the road.

Again, avoiding radar contact for as long as possible is important, as stray missiles and gunfire can often hit the convoy. Destroy the primaries that lie closer to the road and work your way out to the perimeter. This will draw any airfare away from the trucks. Finally, don't worry if the bridge is destroyed, the trucks will simply stop and wait - when this happens, providing the only remaining targets are beyond the river, the convoy will be safe and the mission will still be a success once the primaries are destroyed.



OPERATION 7 THE MIDDLE EAST ESCORT

This is by far the most graphically impressive section of Thunderhawk. Negotiating the narrow canyon is a treacherous job, but fortunately no aircraft bother you until the final mission.

The operation begins with a simple 'destroy everything' mission but soon livens up when you must escort a supply helicopter through the canyon to your base at the north end. The greater your speed, the quicker the supply chopper moves, so it's worthwhile moving at a

gentle pace and carefully picking off the primaries one by one. Over-shooting a target can often result in the helicopter being blown out of the sky, so careful primary targeting is necessary.

Once all of the targets are destroyed, your mission isn't complete until the supply craft has landed safely so get it into your sights, keep flying a few feet in front of it and it will keep up with you. Once it has landed, do the same to complete your mission.

A very dull operation featuring yet more of the usual shoot-this, shoot-that stuff. Only mission five offers some excitement when you must destroy the missile launchers before they launch their missiles. Should these missiles get off the ground your mission will have failed,

so work quickly! Ignore every minor target you see on the approach and concentrate wholly on the task set. Use your rockets or missiles to take out the primaries as guns take too long, and dare I say it, don't bother chasing aircraft around, no matter how many there are!

OPERATION 9 SOUTH EAST ASIA CHEMICAL WAREFARE

OPERATION 8 THE MIDDLE EAST OIL DISPUTE

A fairly straightforward collection of missions with only the submarines that you must destroy making a welcome change from what must be becoming a very boring game.

Once again, follow the guidelines for dropping

bombs on primary targets and you'll be OK. On any mission (knocking out gunboats for instance) where you finish quickly, it's always worth taking out a few minor targets like radar, SAMs, AAAs, trucks and tanks for extra points.

YOUR BRIEFS

1. When there are helicopter gunships sitting waiting to take off as you approach, use the few seconds you have to destroy as many as possible while they are still grounded. Rockets are usually a good bet, otherwise use

missiles. Should the gunships leave the ground, chase them around and shoot them down to reduce potential damage to the Thunderhawk.

You should always try to keep the skies clear and make your primary job easier. This is done by limiting the number of attacking aircraft to PLANES only as these are much easier to avoid, as are their missiles. Helicopter gunships have a nasty habit of sticking close to you and shooting constantly, so blowing these away is of paramount importance to your survival!

2. Always check your Radar Detection Warning Light when making your way to the primaries. If there are no primary targets showing on the radar, try to remain undetected as this will prevent interception by aircraft. Once within radar contact of the primary zone you shouldn't be picked up until it's too late for the enemy to prevent you inflicting some damage on the targets.

3. During raids on bases, storage or communication facilities, ensure that you take out all primary artillery before concentrating on the buildings themselves. This is also recommended when protecting UN convoys of boats or trucks.

4. At the brief, split the primary targets up into small groups and destroy each group one by one. You should find it easier to locate target sites and save time destroying them.

7. Once a mission has started, before you do anything else make a quick check to your on board weapons. By doing this you hopefully won't inadvertently use all of your RCSs or bombs in battle, by mistakenly presuming they are rockets.

6. Evasive action is possible by monitoring your radar and tracking missiles when you are warned of missile presence. Missiles usually approach you from the side and can be avoided by a swift bank left or right when they are within striking range. The side which you bank depends on which direction the missile approaches. If it approaches from the left, bank left and vice versa – the missile should narrowly miss you if you time it correctly.

5. Maintaining the safety of hostages and convoys is necessary for a successful mission. Remember – primary threat, secondary targets, stationary targets – get your priorities right!

OPERATION 10 SOUTH CHINA SEAS PIRACY

The tenth and final operation is an anticlimax to say the least. The basis of the majority of the missions is the destruction of gunboats and this is very, very easy to do. Simply fly just above the water and arm your rockets. Then make your way straight to the boats and destroy them – now you can go ahead and destroy the

minor targets using the remainder of your weapons.

On the final mission, destroy all radar sites on the approach and ensure that the first primary targets you destroy are the oil drums on the south island. There is a radar here and you can make your job a touch easier by blowing it away.





It's easy to begin with, but for the later levels you'll require your very own genie!



ANDY

THE FRUIT MACHINE

If you watch the sequence very carefully, you'll soon notice that 'lose' pops up frequently for a few turns and then disappears for a while, leaving the real bonuses for a time. Wait as long as necessary for your chance and then make the most of your four bonuses!



FIRST THINGS FIRST

It has to be said that the first two levels are very, very easy to complete and the third isn't much harder. Use these levels to build up a good collection of apples and gems – you're going to need them on the later levels!



Lob apples at the fat guards while they are preoccupied with eating. Avoiding confrontation is the secret to survival! Here, walk off to the right once the guard is gone and collect the hidden gem below

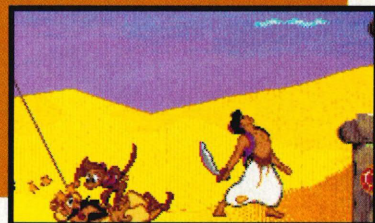


ALWAYS move slowly and carefully across overhead vines to buy time for when the birds appear

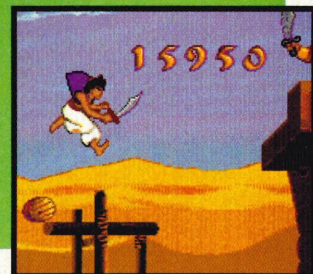
Don't hang about when jumping from tree to tree, because Aladdin will lose his footing and some energy if he falls



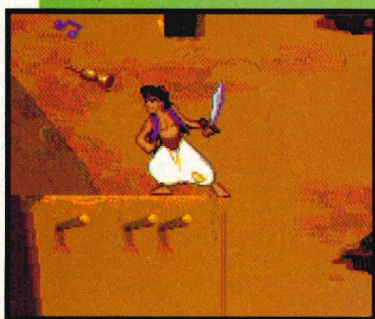
Here, use an apple to kill the snake before carefully jumping the swords, pausing between each one. This is actually a lot more difficult than it first appears



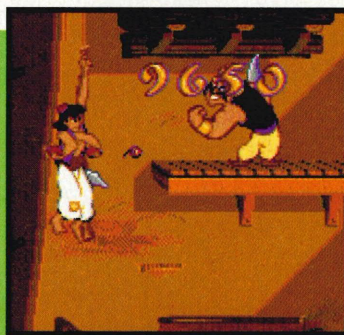
Simply trap this guy in the corner and keep swiping with the sword – easy! Collect the flutes he leaves behind and continue to the real end-of-level boss



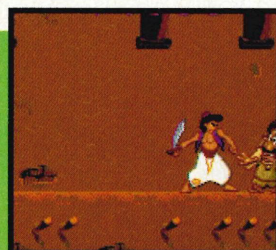
THE ROOFTOPS



Collecting the flutes is the secret to opening up the level via the Indian ropes. Wherever there is an empty pot there will be a flute nearby. Picking this up will allow Aladdin to travel upwards!



As you rise on a rope, use apples to take out any guards that threaten



Jump over the barrels he rolls at you, lobbing apples as you do. Should you run out of apples, eight more will appear at the bottom of the screen. Repeat until he's dead!

THE SUPPORTING CAST

Aladdin's bad guys are typical of Disney's style – deadly, but loveable all the same. Here's a run-down:



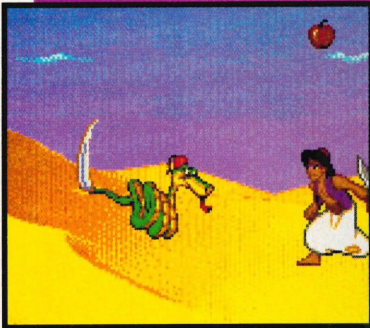
The mean Saddam Hussein look-alike beckons to you while saying "Come on!". He won't attack you until you have made the first attack, after which he will continuously swipe his sword at you. Your best tactic is to charge at him and continually swipe him until he disappears

The Man With A Stick! He will boldly walk straight up to you and swipe at you. He requires only one hit to kill him, but don't be complacent when he appears on screen – he takes precious energy just like the others

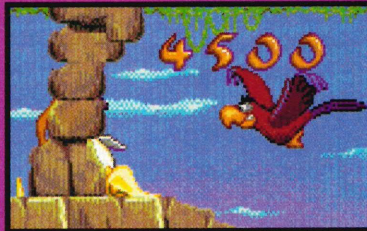


The fat bloke stands eating...and eating. If you see him filling his face, use apples to take him out. Should he be strutting around throwing knives at you, time your approach on him and quickly charge and swipe when the time's right. Throwing an apple will make his pants fall down which buys time for you to finish him off

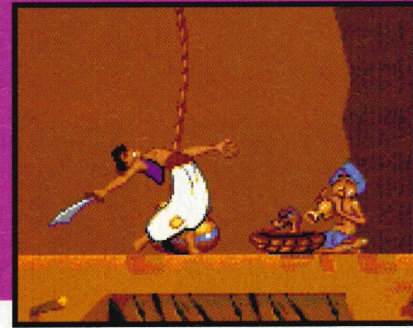
The laundry baskets don't drain energy, but should you face away from them they will tiptoe over and slowly pinch your apples one by one. Wait until the basket is almost upon you before quickly swiping at it the moment the hand appears from the top



Snakes are easy to beat. As I've already said, stoop and stab at them – this will keep you safe from their deadly bite. Swords are a lot harder to negotiate than they appear as the ground they are on is uneven. Slowly jump and be sure to judge your landing carefully!



Birds only appear where there are vines. Move slowly and stop dead when they appear, then swipe at them once to send them flying



Pythons will snap at you should you get too close, so jump over them and quickly swipe as you land. It isn't that necessary to get rid of them, but at least it builds points and gets them out of the way

THE DUNGEONS

Dark and moody graphics capture the feel of the dungeons, but the level itself isn't difficult at all. Here's a run-down of a few tricky things you may discover.



Bats are a real menace. Idle until you approach them, they suddenly spring to life and swoop around Aladdin, resulting in massive energy loss if you're not careful. At all times, try to kill them while they hang still and run away if they should wake up!



(Left) The swing chains are very easy to negotiate. Carelessness is often your worst enemy here, otherwise the stage is very easy and straightforward – just don't be complacent!



Block-shifting walls play an important part on this stage. Some of the larger collections of bricks often lead in different directions – sometimes to important bonuses and power-ups and other times to nothing at all! Jumping between these blocks is marred at times by Aladdin falling through a block that looked safe to land on. To overcome this, try waiting for the block you're standing on to begin disappearing back into the wall. Now jump towards the next block and you should make it. Hang around if necessary to work out the sequence in which the blocks appear and disappear



(Above) The hilarious exploding skeletons are VERY dangerous. At all times you should try to destroy them before the bomb explodes as the 'shrapnel' is almost impossible to avoid

(Left) The wall-spikes are camouflaged by the backgrounds in places, so tread a careful path, especially around shifting blocks and any platforms that must be jumped up to

OK, this has nothing to do with the guide, but it's my favourite animated sequence. Once the dungeons have been completed the usual story screens appear, and this is slightly better than the rest. Hang around for a while for the bird to appear from his beard for a laugh!



FAR EASIER TO STEAL THE LAMP FROM A STREET RAT THAN FROM THE CAVE OF WONDERS.

THE CAVE OF WONDERS



At the very beginning of the stage, jump onto the fountain and jump again to grab hold of the stalactites. Now make your way across until Aladdin is hanging above a statue holding a gem



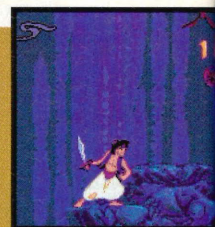
Drop down next to the statue and swipe the sword to release the gem. These statues appear from time to time and all of the gems they hold must be collected to complete the level - so if you ever get stuck, you'll know that you've missed a statue somewhere along the way



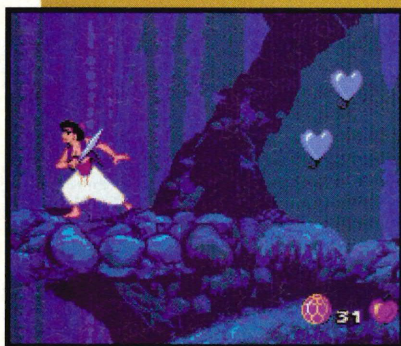
Next, perform a mighty leap over the spikes and continue!



These particular statues will only attack Aladdin when he has his back turned. To destroy a statue, turn away and watch for the hand to move, then quickly spin round to destroy it



Blocks balanced precariously like this will collapse should you stand on them for too long. Often the floor below these blocks is covered with spikes, so be sure not to hang around on them for longer than you have to



This is an example of what happens when a gem hasn't been collected - a wall bars your way. The said gem is in fact to the top of the rope on the left



To collect this one, jump from the rope towards the statue. As you begin to fall, quickly swipe the sword and the gem will be collected. To the right is a shop, and with 31 gems that's where I'm off to once I've got this one!



THE ESCAPE

The Escape from the Cave of Wonders heralds the beginning of the tougher levels. While you may only have a short amount of time to complete it, it's possible to carefully make your way through the stage with minimal loss of energy. This link (Right) shows the first half of the level, with the other half explained with single shots.

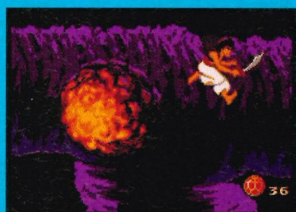


These floating platforms collapse after they're stood on, so be quick to skip from them to safety

The chasing boulder kills on contact, so it's best to ignore the apples that line the roof in order to collect the gem that



To collect the energy (obscured slightly by the lamp), jump towards the platform with the apples above it. As Aladdin passes the stalactite, push up to climb onto the platform and then jump over to the hearts



By concentrating on the gems, it's possible to pick them up in huge numbers. Aladdin is safe when stood on a platform and can return to the mouth of the cave to collect any objects earlier missed

Later on you'll be chased by three boulders. Collect gems and utilise ground to run on before platforms



This extra life below Aladdin is easy to collect, but leaves you having to leap across three collapsing platforms to safety while bubbling lava threatens to drain your energy. You decide whether it's worth collecting this - I don't bother with it personally



Large numbers of bats will not attack Aladdin, but can still drain energy as they swoop above his head. Should you come across any, simply duck and they shouldn't cause a problem



A big jump from the fountain to the right has enabled Aladdin to collect the extra energy and gem above the statue. Projectiles from this statue will miss Aladdin by miles, so just concentrate on the bonuses



Tumbling rocks are the biggest danger in the caves and perfect timing is essential. Find a safe position to wait and work out the basic routine that the rocks fall in before chancing a quick dash through them



What on earth these are I don't know, but they are very easy to get rid of. Wait for them to home in on Aladdin and swipe them away



The end-of-level boss is easy. As you can see, providing you quickly dash between the two podiums as the thing appears, you can prevent it throwing things or flying at you. Be sure to stand in the places indicated and swipe the sword like mad until the genie disappears. Once he has, rush to the other podium and repeat the process



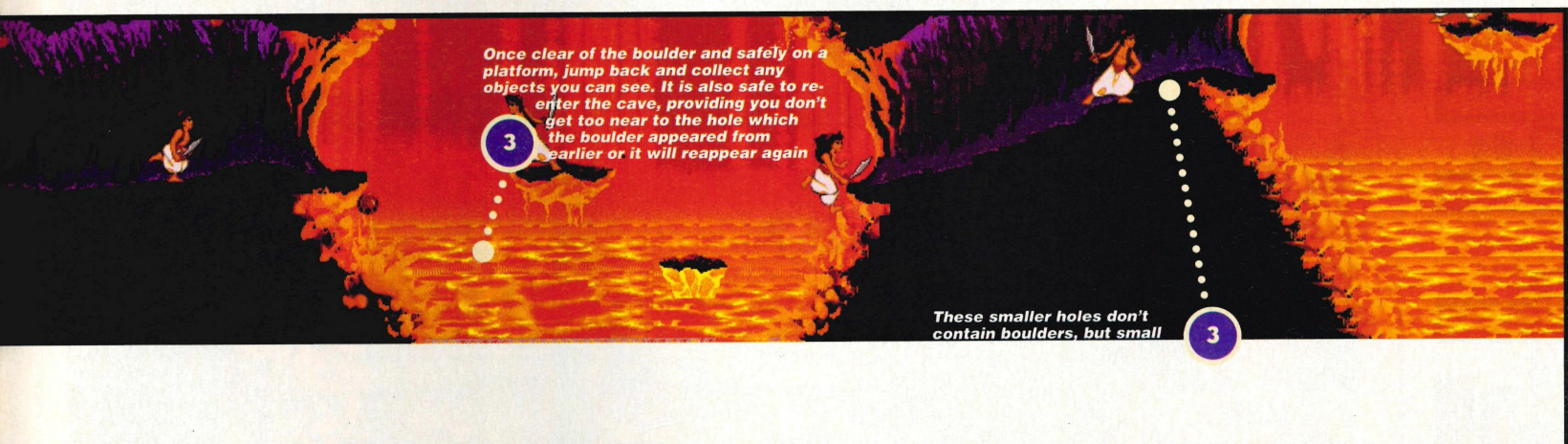
There are five floating platforms which will only hold Aladdin for a short time. Skip quickly from block to block and try to jump from the very right edge of each block. This is pretty tough to perform quickly, so try to buy time by landing as close to the edge of each block as possible



Jump straight onto the magic carpet when it appears and continually swipe with the sword as you travel to take out any bats that may be 'hanging' around (Arf Arf). The ride doesn't last that long, and Aladdin is left to face the level's trickiest point

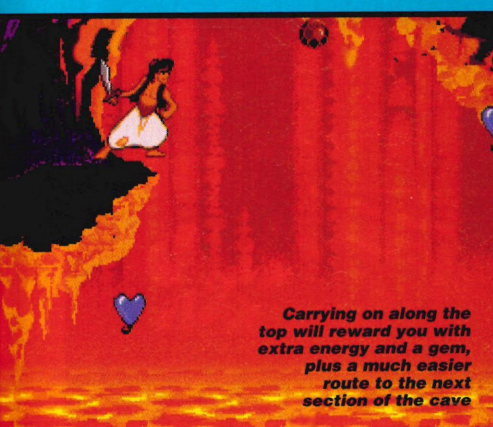


The falling rocks reappear at this point, so rush up this wall to the summit as quickly as possible. Aladdin is aided by these rocks which appear from the wall to be stood on, but they don't hang around too long and the falling rocks can knock Aladdin back down, so be quick. Once at the top, collect the lamp from the waterfall and the level is complete



Once clear of the boulder and safely on a platform, jump back and collect any objects you can see. It is also safe to re-enter the cave, providing you don't get too near to the hole which the boulder appeared from earlier or it will reappear again

These smaller holes don't contain boulders, but small

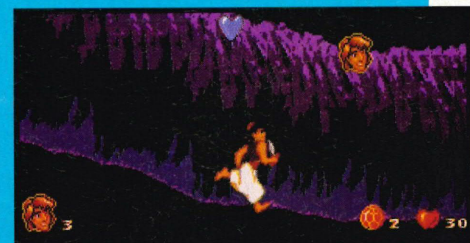


Carrying on along the top will reward you with extra energy and a gem, plus a much easier route to the next section of the cave



Where the cave splits like this, the level is nearly over. Don't try to jump up and go that way, as a boulder will immediately appear. Follow the route towards the lava itself

At this point you are faced with the single most difficult task on this stage - Aladdin must leap across five collapsing platforms to safety. Pause for the lava to bubble when stood on the second and third platforms and jump from the furthest right edge of each one to stay out of the fire!



Finally, Aladdin will face his biggest race of all. A boulder appears and chases Aladdin through the largest cave of the level, which is lined with energy hearts and one extra life. As this is the end of the level, extra energy is useless so save your one jump for the extra life and then leg it up to the cave's mouth and leap into the lava. The second before Aladdin hits the fire, the magic carpet will swoop down and save him. Huzzah!

STREET FIGHTER II



The game of the decade is here. Are you really up to the challenge of a true master?



RICH

SFII is finally out and everyone will have a copy of it by now. Hopefully with this guide you will be able to get the most from your 60 quid. The instruction manual covers all of the characters' special moves so I won't dwell on them, but it does help if you can perform them before trying anything more complicated.

Playing someone who is good can be very annoying if you are a beginner, so here are some of the move combinations that can be used to completely destroy your opponent. Some of the combos which are produced by stringing seven or eight moves together might look good but ultimately they are useless because only a couple of good blows are needed. It is for this reason that I am only going to explain the most effective moves, which are not necessarily the flashiest!



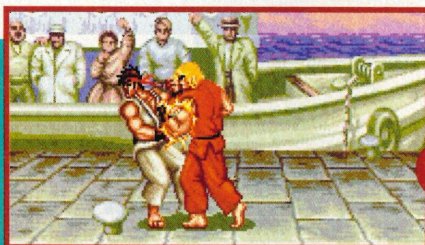
RYU



Jump in with a strong kick and then finish with a strong sweep. Repeat this to confuse and infuriate the other player



KEN

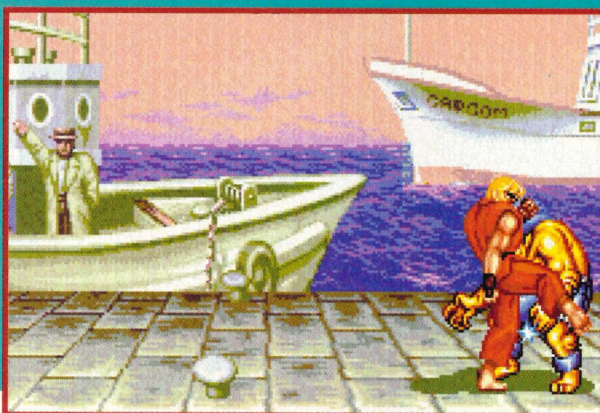


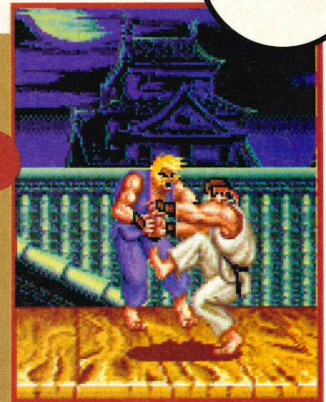
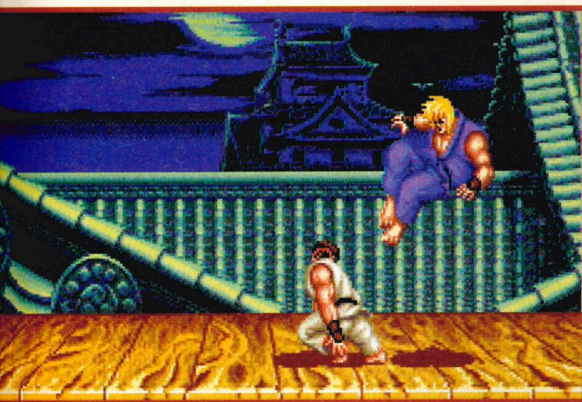
Ken can also do an uppercut followed immediately by a dragon punch, by pressing the strong punch button when you have to press down in the joypad combination - this is so effective he will get three hits in instead of two! This can daze the opponent instantly



When you throw a fireball your opponent can do one of two things - blocking it results in them losing some energy, but they can alternatively jump over it. Weak fireballs can easily be followed with strong dragon punches to hit them as they jump over the fireballs

This is a nasty one and is a sure-fire way of winning. Ken, Ryu and Guile can all do this easy combo. Knock the opponent down and then walk right up to them and do lots of weak kicks. Keep holding forwards on the joypad, and when one of the kicks connects for the second time press strong kick or punch to throw them. Repeat this and they won't get up again





When the other fighter is trying to stand up, do a jumping weak kick to knee them in the head. Immediately follow this with a ducking weak kick and then press forwards and strong kick to throw them to the ground. This is very painful indeed



Jump in with a medium kick and then follow with a throw. Repeat straight-away and the opponent will find it very hard to do anything at all - a sure way of winning



Do a dragon punch as usual, but press the strong punch button as you press down on the joystick. This will make Ryu perform an uppercut and then do a strong dragon punch straight away, resulting in two very quick and powerful hits



CHUN LI



Jump and press down and medium kick in mid-air to do the head stamp. Press medium kick repeatedly to land behind the opponent and perform the lightning kick



Jump backwards onto the wall and quickly press and hold diagonally down and forwards to bounce off the wall. Then press up and any kick to perform the legendary mid-air spinning bird kick

GENERAL HINTS

1. This is obvious: Playing with a three button pad is OK, but it is much better to use a six button pad!
2. Try to play defensively, and keep blocking.
3. Learn the special moves...a bit obvious I know!
4. Some of the special moves such as Guile's sonic boom have to be charged up by pressing a certain direction for two seconds. This can be done at the same time as another move, eg when playing Guile you can pull backwards and still attack, and then unleash an instantaneous sonic boom easily.

LOADSA CHEATS

Hooray! After some extensive detective work we have uncovered some amazing cheats. To access them you need a six button pad.

SPECIAL MOVES ONLY

To disable all normal moves press D, Z, U, X, A, Y, B, and C on pad one when the Capcom logo appears.

SPEED UP CHAMPION EDITION

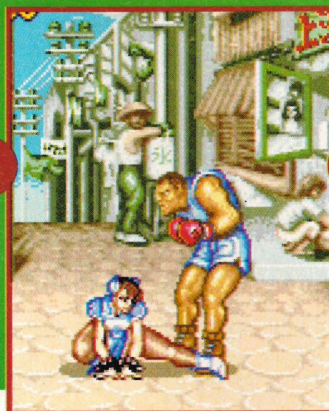
Watch the intro until the building behind the SFII logo starts to vanish. Then press D, Z, U, X, A, Y, B, and C on pad two and you will be able to change the speed of the champion mode.

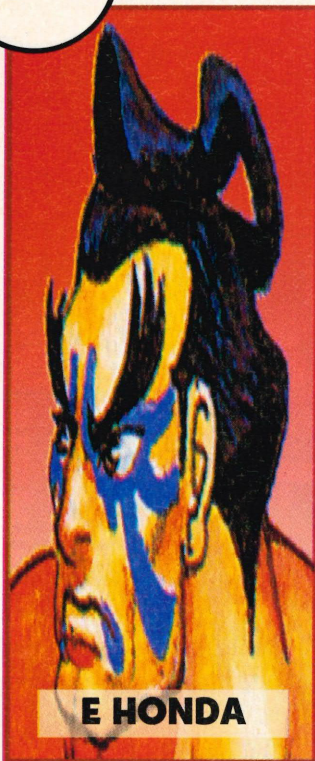
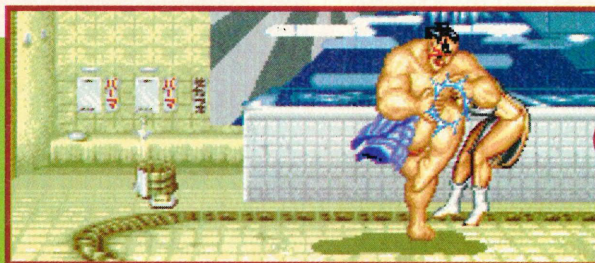
CHARACTER VS SAME CHARACTER IN BATTLE MODE

When the Eliminator/Matchplay screen appears press D, Z, U, X, A, Y, B, and C on pad two to allow you to use each character twice in these games.

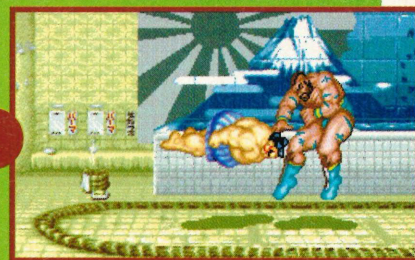


Jump in with a weak kick and hold down. While still holding down do a medium kick, then press up and strong kick to perform a devastating spinning kick

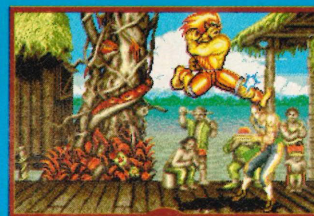
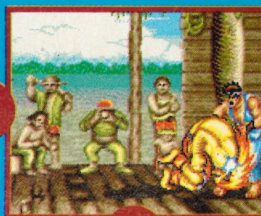
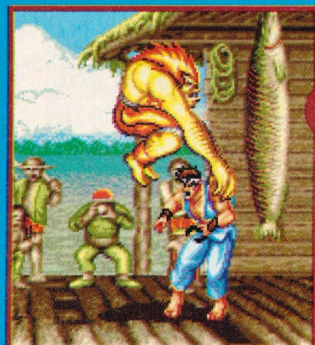
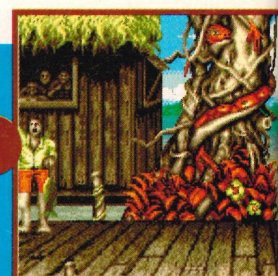


**E HONDA**

Get in close and do a grab with either a strong punch or kick. As Honda squeezes the life out of his victim hold forwards and press the weak punch button repeatedly. When he releases his victim he will walk towards them straightaway and slap them silly with his 100 hand slap



Jump in with a strong punch and press backwards. Still holding backwards press medium kick. Then press forwards and strong punch to execute a powerful sumo head-butt

**BLANKA**

Jump in with a strong punch to do a slash to the head. Hold backwards and press medium punch to do a head-butt that hits twice. Then press forwards and punch to finish off with a roll



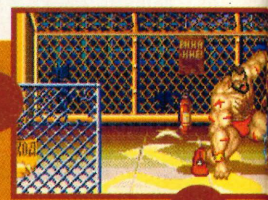
After knocking the opponent down, walk right up close to them and keep doing weak duck punches. When two punches have connected, press forwards and medium punch to do a piledriver. This will knock them down again, so you can repeat the process until they die

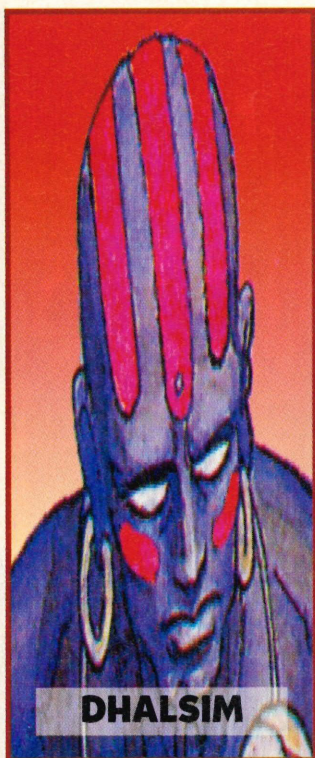
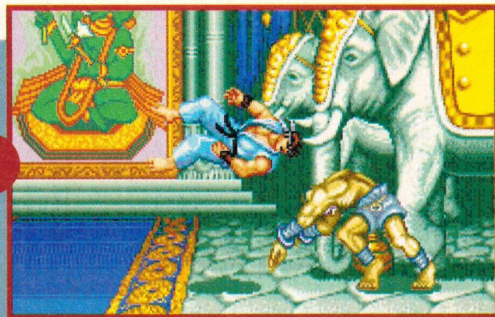


If a projectile is thrown at you, press all three punch buttons at once to perform the spinning lariat. The fireball will then miss and you can move towards the opponent and hit them straightaway



Start off with a strong jump kick to the head, followed by a medium ducking kick. Press all three punch buttons to finish with a spinning lariat that will daze anyone in its path



**DHALSIM**

Do a teleport so that Dhalsim appears behind the other player. As he is teleporting, keep pressing the strong punch button so that he will do a throw as soon as he appears



Jump up in the air and press down and strong kick in order to perform a yoga torpedo. Press the medium punch button repeatedly so that Dhalsim will manage to do a yoga nudge as he lands. Keep on repeating this



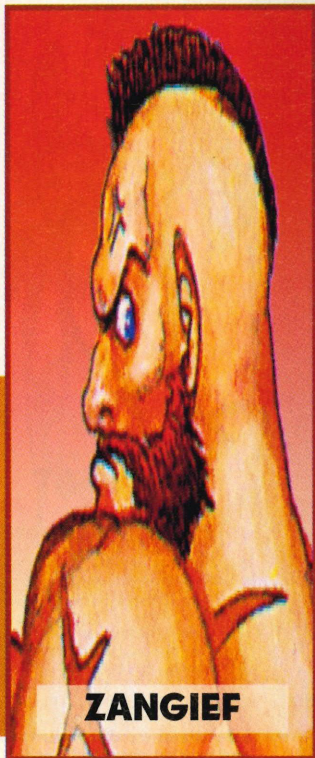
Stand a long way from the other player and do a fireball. If they block it, they will lose a small amount of energy, and if they jump over it you can nail them with a strong punch or kick



Blanka is one of the fiercest fighters in the game, with some pretty sneaky combos up his sleeve. Jump in with a medium kick and then hold diagonally down and backwards. When he lands, keep holding down and back and press medium kick again. Then press forwards and strong punch to finish him off with a powerful roll



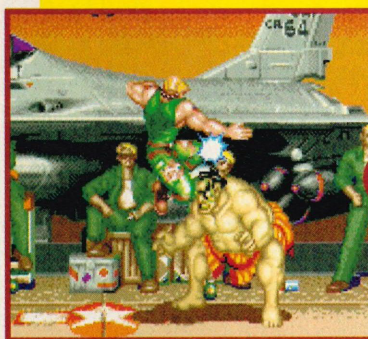
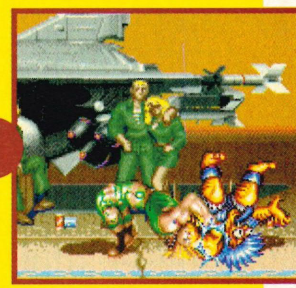
Jump in with a medium kick and follow it by pressing strong punch repeatedly. He should land next to the opponent and bite them in the head. Press and hold backwards. Blanka will then jump away, so press forwards and strong punch when he lands to do another roll

**ZANGIEF****GUILE**

Even though Guile has been toned down, he is still one of the best characters. Use a strong jumping punch to the head, and then press backwards and strong punch as he lands to smack the other character on the chin. Quickly press forwards and strong punch to daze them with a sonic boom



When the other character has been knocked down, walk up to them and keep pressing weak kick. After two kicks have connected, press forwards and strong punch to throw them down to the ground again. This is very hard for your opponent to get out of and can be repeated over and over again



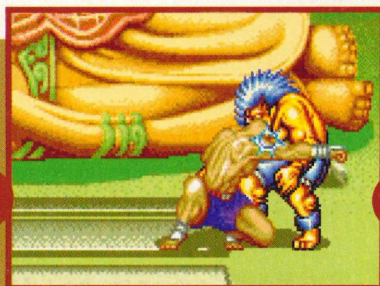
Jump in with a strong punch, but this time press down as you are flying through the air. Still holding the joypad down, do a medium ducking kick as Guile lands. Then quickly follow this by pressing up and strong kick together to do a powerful flash kick

**BALROG**

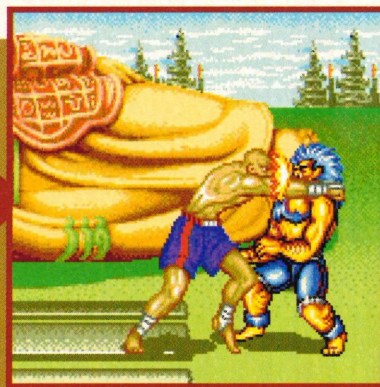
Get in close and do a weak ducking punch followed by a strong punch. This will cause Balrog to grab his opponent and do a series of head-butts. This results in them sustaining a large amount of damage and their energy will drain away like you would not believe. Just repeat the process to win easily



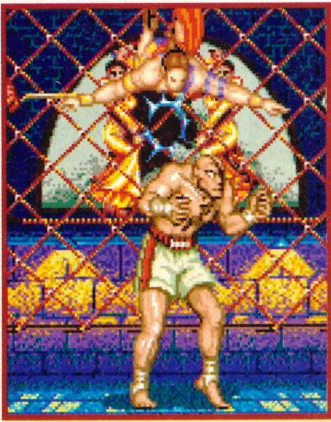
People often dismiss Balrog as being a bit of a wimp, but he is really good if you know how to use him. His special moves are very effective, but close combat is best done using combos. Jump in with a strong punch, and then hold backwards and press strong punch to do an uppercut. Then press forwards and strong kick to daze the opposition with a supercharged uppercut



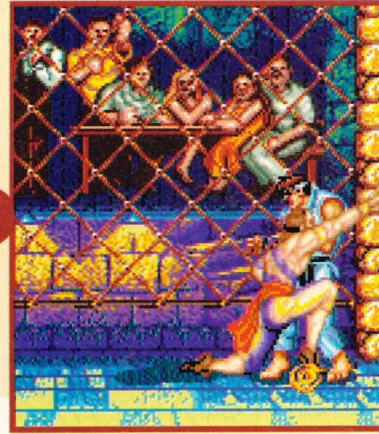
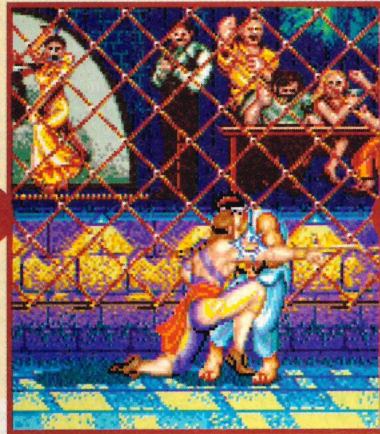
Start off by doing a strong jump kick to the head. Then press down and weak punch, and roll the joystick around to the forward position and press strong punch to fire off a powerful flaming missile

**SAGAT**

Again jump in with a strong kick, but this time follow it up by pushing forwards and medium punch to smack them very hard in the face. Seeing as you are already pushing forwards it is very easy to do a powerful tiger uppercut that will knock your opponent into the middle of next week. This should leave them dizzy which means that they are vulnerable to any attacks and can be defeated easily

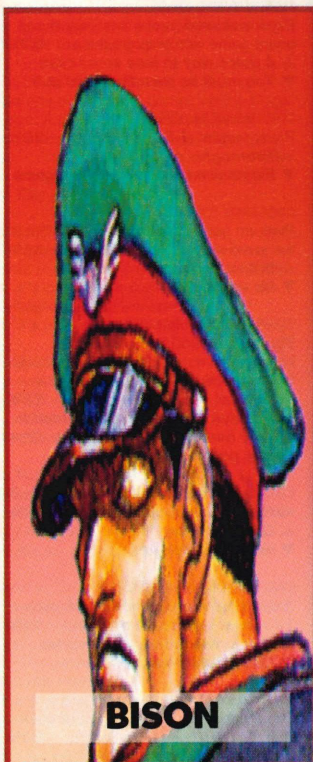


Perform the claw dive to land straight on your opponent's head. Press diagonally down and backwards, and medium kick to perform a footsweep. Follow this up by pressing forwards and punch to activate the spinning crystal attack that should hit the opponent about six or seven times



VEGA

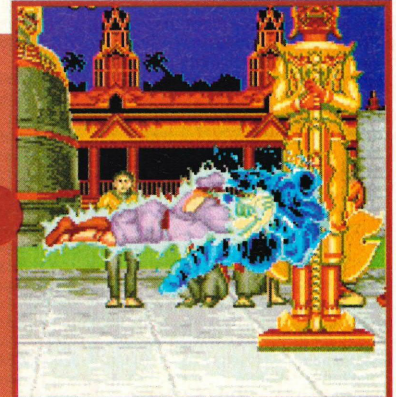
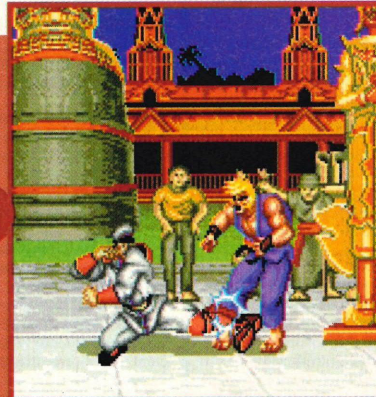
Begin with a jumping weak kick. As you land, press and hold diagonally down and back, and then press medium punch to lash out with the claw. Then press forwards and strong punch to finish off with the famous crystal attack



BISON



Jump in with a medium kick and hold down and backwards. When you land, keep holding down and back and press medium kick. Follow this by pushing forwards and strong punch to let off a flaming torpedo



Attack quickly with the head stomp and keep pressing the strong punch button so that Bison turns around in mid-air and gets a punch in. Follow this with a strong ducking kick to completely destroy the poor unfortunate victim



If ever you do a flaming torpedo that the opponent manages to block, then keep hitting the strong punch button, because more often than not you will be able to throw them to the ground before they can hit you



Where else can you find such a brilliant list of Mega Drive games? This is the definitive collection of ratings. Accept no other.

1943 (IMPORT) £30

Run-of-the-mill WW II shoot'em-up. **56%**
 ▲ Good fun for NF dinner parties
 ▼ Where's the originality?

688 ATTACK SUB (SEGA) £39.99

Submarine sim with some pleasantly effective arcade sequences. **68%**
 ▲ Some wicked speech
 ▼ Takes a while to get going

2020 BASEBALL (EA) £44.99

Indifferent futuristic baseball game. **70%**
 ▲ Unique idea
 ▼ Basically, it's rubbish

ADDAMS FAMILY (ACCLAIM) £39.99

A stormer of a platform romp that captures the feel of the film beautifully. Some great graphics, too. **87%**
 ▲ The game has a great 'feel', which makes it very enjoyable to play
 ▼ Too hard for the novice gamer

AIRBOIZ (KOEI) £39.99

A very good strategy game that might sadly be overlooked due to the fact that it hasn't had a lot of coverage. **87%**
 ▲ Great depth of gameplay
 ▼ Too hard for the novice gamer

AFTERSURNER (SEGA) £34.99

Conversion of classic 3D air combat arcade machine. **61%**
 ▲ Fast and furious
 ▼ Too easy – no lasting appeal

AIR DIVER (IMPORT) £29.99

3D perspective shoot'em-up jobby with big naff-looking baddies and stunningly boring gameplay. **58%**
 ▲ 3D concept is not often seen on the Mega Drive
 ▼ Looks naff and has as much appeal as an old sock

ALEX KIDD IN THE ENCHANTED CASTLE (SEGA) £29.99

Fairy poncey arcade adventure/platform game combination. **59%**
 ▲ Some reasonable graphics
 ▼ Nauseatingly cute

ALIEN 3 (FLYING EDGE) £34.99

Average platform shoot'em-up game that has little to do with the film. **62%**
 ▲ Very good graphics and sampled sounds
 ▼ Sluggish controls and totally unoriginal gameplay

ALIEN STORM (SEGA) £34.99

A hi-tech version of Golden Axe. **46%**
 ▲ Some very speedy scrolling, colourful graphics
 ▼ Far too easy – ultimately boring

ALISIA DRAGON (SEGA) £34.99

Playable platform shooter. **83%**
 ▲ Good graphics and challenging gameplay
 ▼ Stingy in dishing out continues

ALADDIN (SEGA) £44.99

Another fantastic platform game from Dave Perry. **90%**
 ▲ Visually stunning

▼ Lacking gameplay-wise

ALTERED BEAST (SEGA) £29.99

Originally THE game with the MD. **47%**
 ▲ Er...none really
 ▼ Naff graphics, poor quality sound, very poor arcade conversion

AMAZING TENNIS (SEGA) £39.99

Incorporates a unique 3D perspective viewing system. **88%**
 ▲ Good, classy conversion
 ▼ No variation on a theme

AMBITION OF CAESAR (IMPORT) £34.99

Average war game based on all things Roman and war-like. **72%**
 ▲ One of the more easily accessible war games
 ▼ Looks a bit dull

AMERICAN GLADIATORS (GAMETEK) £54.99

Game of the dreadful television programme which isn't much better. Waste of money and precious time. **15%**
 ▲ Nice manual
 ▼ Based on some dumb TV show

ANDRE AGASSI (TECMAGIK) £39.99

As far as tennis sims go, the Mega Drive is severely lacking. **82%**
 ▲ Brilliant for two players
 ▼ Players move too fast

ANOTHER WORLD (VIRGIN GAMES) £39.99

Stunning visuals, great gameplay and the best thing to come from France since cheap wine. **89%**
 ▲ Clever and teasing
 ▼ Not recommended for posh dinner parties

AQUATIC GAMES, THE (EA) £39.99

James Pond returns for a bit of pre-match training in a spoof Olympic jopyad basher. **78%**
 ▲ Quite funny, nice presentation
 ▼ Too much finger work

ARCH RIVALS (FLYING EDGE) £39.99

Basketball game with a difference. Want to beat up your opponent? Go on... **69%**
 ▲ Some very good cartoon-style graphics
 ▼ Nice idea – shame about the game. It's far too boring

ARIEL, THE LITTLE MERMAID (SEGA) £39.99

Well-presented if unchallenging underwater-type game. **61%**
 ▲ Very cute graphics
 ▼ Tad on the easy side

ARNOLD PALMER TOURNAMENT GOLF (SEGA) £34.99

One of the first 3D golf games on the MD. Some very impressive courses. **84%**
 ▲ One of the originals on the MD and still one of the best
 ▼ Can get a little dull once you've mastered it

ARROW FLASH (IMPORT) £24.99

Yet another horizontally scrolling blaster. That about sums it up. **52%**
 ▲ Graphics are very good in places

▼ Offers nothing new

ATOMIC RUNNER (SEGA) £34.99

Fixed scroll run and shoot'em-up with impressive graphics. **40%**
 ▲ Looks good
 ▼ Boring, and controls are a pain

BACK TO THE FUTURE 3 (SEGA) £34.99

Recently re-released film licence. **25%**
 ▲ Reasonable presentation
 ▼ Too few stages, game is unchallenging

BALLJACKS (SEGA) £39.99

Utter dross disguised as a console game. Keep well away. **10%**
 ▲ The box doubles up as a brick
 ▼ It's Monday today

BART VS THE SPACE MUTANTS (FLYING EDGE) £39.99

Scrolling platform game with naff sprites and excruciatingly dull gameplay. **67%**
 ▲ Some good Bart-style humour
 ▼ Sprites are too small and the game is boring

BART'S NIGHTMARE (ACCLAIM) £39.99

A good attempt at producing a game from a licence. It doesn't quite come off though. **62%**
 ▲ It features Bart, the coolest thing ever to come out of Springfield
 ▼ The game looks a bit disjointed due to the large amount of sub-games

BATMAN (SEGA) £35

Platform/beat'em-up and scrolling shoot'em-up sections. Looks pretty, but plays like poop. **59%**
 ▲ Some very moody-looking graphics
 ▼ Another wasted film licence

BATMAN: REVENGE OF THE JOKER (SUNSOFT) £35

Platform/beat'em-up and scrolling shoot'em-up sections. Looks pretty, but plays like hell. **78%**
 ▲ A real meaty challenge
 ▼ It may be too tough for mere mortals

BATTLE GOLFER (IMPORT) £29.99

Arcade adventure based around golf. **42%**
 ▲ Definitely an original concept
 ▼ Japanese import means all the text is unreadable

BATTLE SQUADRON (EA) £39.99

Classy and smooth vertical scroller with loads of bolt-on extras and big, bad meanies. **68%**
 ▲ Challenging gameplay and good graphics
 ▼ Unusual quirks in some of the levels make progress difficult

BATTLETOADS (US IMPORT) £39.99

Difficult platform/adventure game. Ripped off from Teenage Mutant Ninja Turtles. Good fun. **79%**
 ▲ Some very clever sections in the game
 ▼ The graphics are frightfully bad

BILL WALSH COLLEGE FOOTBALL (EA) £39.99

I hate American football, but strangely enough though, I rather like this game. **75%**

▲ Loads of options and good graphics

▼ It features Americans playing football. Arghhh!

BIMINI RUN (IMPORT) £29.99

3D speedboat shoot'em-up. Looks like the arcade game Hydra. Nice graphics, shame it's so crap. **42%**
 ▲ Pleasant-looking graphics
 ▼ Absolutely nothing special about this whatsoever

BIO-HAZARD BATTLE (SEGA) £39.99

Good-looking shoot'em-up. **78%**

▲ Attractive and difficult
 ▼ Seen it all before

BLASTER MASTER 2 (SUNSOFT) £39.99

Simplistic shoot'em-up that will probably do for a few hours. **51%**
 ▲ Good graphics
 ▼ Too slow and frustrating

BOB (EA) £39.99

Dreadful platform game that features a brainless robot. Utter cack. **31%**

▲ I can't think of any off hand
 ▼ Have you got all day?!

BONANZA BROTHERS (SEGA) £34.99

One or two-player platform game. **65%**
 ▲ Good fun to play. Excellent presentation
 ▼ Not enough levels

BUBSY (ACCOLADE) £39.99

One of a new breed of cute characters that are invading the screen. This is a good effort though, even if it is a platformer. **74%**
 ▲ Better than average gameplay
 ▼ It's got another animal in it!

BUCK ROGERS (EA) £49.99

Role-playing game in space. **80%**
 ▲ Incredibly involved gameplay
 ▼ Some graphics look a bit dull

BUDOKAN (EA) £39.99

The original beat'em-up on the Mega Drive for one or two players. **58%**
 ▲ Superb presentation
 ▼ Far too many moves to be remembered by a mere mortal

BULLS VS LAKERS (EA) £39.99

Another EA basketball game, but this one features the more famous players' signature moves. **64%**
 ▲ Looks good, plays well in two-player mode
 ▼ Boring in one-player mode

BURNING FORCE (SEGA) £34.95

This game looks a bit like Space Harrier with different graphics. **38%**
 ▲ Looks nice...
 ▼ ...Until you see it moving

CADASH (IMPORT) £34.99

Platform-style beat'em-up which is combined with a role-playing game with loads of levels. **78%**

▲ New approach. Close conversion of arcade original

▼ Graphics look a bit poor. Gameplay is not involved enough

CALIFORNIA GAMES (SEGA) £39.99

Ancient multi-event game. Roller-skating, BMX riding, foot-bag, skateboarding and surfing. **62%**
 ▲ Looks quite nice. Good variety of sports
 ▼ Fairly old and tired concept. How thrilling can foot-bag be?

CAL RIPKIN JR BASEBALL (IMPORT) £44.99

Good-looking baseball sim that just doesn't have the oomph of RBI 4. Quite difficult to master. **73%**
 ▲ Good presentation
 ▼ Yet more bat and ball games

CAPTAIN AMERICA (IMPORT) £35

A superhero and his mates try to save the world in the most boring way possible. **62%**
 ▲ Good for feeding those fantasies
 ▼ Graphics, sound, gameplay...

CAPTAIN PLANET (SEGA) £39.99

Ozone-friendly superhero effort. Not worth the time or money. Yet another platform game. **30%**
 ▲ Aimed at younger players???

▼ Sega should know better

CASTLE OF ILLUSION (SEGA) £34.99

Mickey Mouse's first Mega Drive game was (and still is) one of the best platform games around. **89%**
 ▲ Super graphics and great gameplay
 ▼ Er...none really

CENTURION (EA) £39.99

Control your legions as they attempt to take over the world. **63%**
 ▲ Thoroughly involved gameplay
 ▼ There is not very much action for arcade fans

CHAKAN: THE FOREVER MAN (SEGA) £39.99

Evil, brooding and excellent. Chakan takes on all sorts of denizens of the dark with his twin blades. **88%**
 ▲ Brilliant gameplay and atmosphere
 ▼ A bit short

CHAMPIONSHIP BOWLING (MENTRIX) £39.99

It came out of a dog's bottom. **5%**
 ▲ It filled up a page in the mag
 ▼ One of the worst games ever

CHAMPIONSHIP PRO-AM (IMPORT) £39.99

Slightly above average driving sim. **74%**
 ▲ Chaotic at times
 ▼ Becomes dull after a while

CHIKI CHIKI BOYS (CAPCOM) £39.99

Oh deary, deary me. No, no, no! **28%**
 ▲ Pardon?
 ▼ As above

CHUCK ROCK (VIRGIN) £39.99

Neat prehistoric platform game starring Chuck Rock. **79%**
 ▲ Excellent graphics and superb sampled sound
 ▼ Gameplay is a little shallow

CLUE (IMPORT) £39.99

Expensive version of a relatively cheap board-game with crap graphics. **22%**
 ▲ A quick way to lose some cash
 ▼ You must be friendless and dull

COLUMNS (SEGA) £29.99

Pretty version of Tetris. **79%**
 ▲ Thoroughly enjoyable
 ▼ Expensive for such a simple game

COOL SPOT (VIRGIN) £39.99

Platform game that looks fantastic but is the same old thing over again. **89%**
 ▲ Brilliant animation
 ▼ No variety

CORPORATION (VIRGIN) £39.99

Big 'room around the office block knocking off mutants'-type RPG. Lovely 3D perspective graphics make this a visual feast. **75%**
 ▲ Massive levels, great presentation
 ▼ Very hard to get to grips with. Often seems pointless

COSMIC SPACEHEAD, (CODEMASTERS), £39.99

Kiddies point and click adventure. **65%**
 ▲ Great for kids
 ▼ Not for adults

CRACK DOWN (SEGA) £34.99

A cross between Gauntlet and Smash TV with an exploration element. **72%**
 ▲ Nice presentation and features
 ▼ Can get a bit 'samey'

CRUE BALL (EA) £39.99

Reasonable 'heavy metal' pinball game with the full Motley Crue licence. **63%**
 ▲ Passes the time fairly painlessly
 ▼ Zzzzzzzzzzzzzzz

CURSE (IMPORT) £24.99

Utterly abysmal horizontal shoot'em-up. Looks naff, sounds awful and has about as much appeal as a rutting skunk. **4%**
 ▲ Absolutely no good points
 ▼ The programmers are probably still out there

CYBERBALL (SEGA) £29.99

21st century American football which is Speedball II without the good bits. **27%**
▲ Accurate conversion of the arcade game
▼ Said machine was crap

CYBORG JUSTICE (SEGA) £44.99
 A sideways-scrolling beat'em-up featuring big robots. Nothing to get excited about. **68%**
▲ Fab robot sprites
▼ Repetitive

DANGEROUS SEED (IMPORT) £29.99
 Old vertical shooter with all you would expect from a game of this type. **50%**
▲ Cheaper than most import blasters
▼ Far too painful on the eye

DARIUS 2 (IMPORT) £34.99
 Enormous stonker of a horizontal scrolling shooter. **65%**
▲ HUGE game; 26 massive levels
▼ Fairly ordinary gameplay

DARK CASTLE (EA) £34.99
 Platform/puzzle/adventure combination with lots of levels. **38%**
▲ Interesting idea...
▼ ...Shame it doesn't really work

DAVID ROBINSON SUPREME COURT BASKETBALL (SEGA) £34.99
 Slick and smooth basketball game with wicked gameplay. **77%**
▲ Looks great and there are some really neat sound effects
▼ The screen flip does your head in

DAVIS WORLD CUP TENNIS (DOMARK) £39.99
 Best tennis sim on the Mega Drive. **90%**
▲ Two-player is entertaining
▼ Computer is too hard

DEATH DUEL (IMPORT) £34.99
 Overly simplistic shoot'em-up with some nice 3D graphics. **68%**
▲ Nice graphics
▼ Limited gameplay

DECAP ATTACK (SEGA) £34.99
 Weird platform game in which you jump around lobbing your head at countless passers-by. **78%**
▲ Very funny and very playable
▼ A bit too easy in places

DESERT STRIKE (EA) £39.99
 Still one of THE best games on the Mega Drive. A completely wondrous multi-directional scrolling strategy/shoot'em-up. **90%**
▲ Looks great and plays even better
▼ Can get a bit too hard

DEVILISH (IMPORT) £34.99
 Snazzed up Breakout with one of the most stupid story-lines ever. **38%**
▲ It's certainly a change from reshaped shoot'em-ups!
▼ It's a bit crap actually

DICK TRACY (SEGA) £39.99
 Grossly overpriced, cocked up film licence which is pretty crap. **39%**
▲ At least Madonna isn't in it
▼ It's horribly dull

DJ BOY (SEGA) £34.99
 Whoever is responsible should have terrible things done to them! **27%**
▲ Useful as a doorstop
▼ It's so crap it's insulting

DOUBLE DRAGON (BALLISTIC) £29.99
 Why do we need a conversion of this old and decrepit game? It was and still is a naff beat'em-up. **40%**
▲ The graphics are identical to the arcade machine
▼ It's just a pity that the gameplay is as well

DOUBLE DRAGON 3 (FLYING EDGE) £35
 More bobbins than Double Dragon – and that's bad beat'em-up action. **10%**
▲ A good question
▼ It's just unadulterated crap

DRAGON'S FURY (DOMARK) £39.99
 Destined to be a classic this one. A wonderful pinball experience. **87%**
▲ One of the best console pinball games around. Superb presentation
▼ There's only one table

DYNA BROTHERS (IMPORT) £35
 Flawed attempt to copy Populous with dinosaurs. **79%**
▲ Cute graphics, and simple but involving gameplay
▼ Where is that difficulty curve?

DYNAMITE DUKE (SEGA) £34.99
 Rather naff Op Wolf clone with some truly rubbish visuals. **42%**
▲ If you like Op Wolf this is as close as you'll get at the moment
▼ It looks terrible and is sluggish

EA HOCKEY (EA) £39.99
 Very enjoyable sports game, especially in two-player mode. **88%**
▲ Amazingly playable
▼ Erm...there aren't any down points

ECCO THE DOLPHIN (SEGA) £39.99
 Environmentally-friendly game featuring great graphics, brilliant gameplay and a cute dolphin. **94%**
▲ Good all round
▼ Give me Flipper any day

ELEMENTAL MASTER (IMPORT) £24.99
 Scrolling shooty with loads of rotten greebos lobbing rocks at you. **70%**
▲ Absolutely superb graphics
▼ Gameplay has little depth

EMPIRE OF STEEL (FLYING EDGE) £34.99
 A rather unusually presented horizontal scroller in which you pilot either a light plane or an airship! Quite nifty. **84%**
▲ Original visuals
▼ Unfortunately the gameplay doesn't match the presentation in terms of quality

ESWAT (SEGA) £34.99
 This is just a mediocre platform/shoot'em-up. **73%**
▲ Plays OK, looks OK
▼ See above

EUROPEAN CLUB SOCCER (VIRGIN) £34.99
 Decent soccer game. Too easy in one-player mode, but great in two-player. Crucifies World Cup Italia '90. **62%**
▲ Very good presentation. Neat password system for leagues
▼ Boring in one-player mode

EVANDER HOLYFIELD'S REAL DEAL BOXING
 Fab-looking Fight Night Special with no consistency in the opponents and limited gameplay. **57%**
▲ Some really nice blood spurts!
▼ A real sucker punch for the buyer

FI (DOMARK) £39.99
 Excellent racing game that really manages to loosen the bowels. **92%**
▲ Best racing game on the Mega Drive
▼ I need a new pair of underpants!

F-22 INTERCEPTOR (SEGA) £39.99
 The very first flight sim on the Mega Drive. Speedy graphics and quite a playable game to boot. **70%**
▲ Fast polygon graphics
▼ Not much of a sim really

FAERY TALE ADVENTURE (EA) £39.99
 Whopping big role-playing adventure. Ideal for less experienced role players. **65%**
▲ Quite simple quests. Easy to use features
▼ Too basic for some

FANTASIA (SEGA) £29.99
 Stunning-looking platform game based on the Disney flick. **46%**
▲ It looks gob-smackingly good
▼ Far too difficult to play

FANTASTIC DIZZY (CODEMASTERS) £39.99
 A poor excuse for a platform game. Avoid at all costs! **52%**
▲ It's got an egg in it!
▼ It's complete rubbish

FATAL FURY (TAKARA/SEGA) £39.99
 Top beat'em-up and about time too! Take on the local nutters and show 'em who's boss. Yes, yes, yes! **92%**
▲ Massive sprites, loads of moves
▼ Difficult to access some moves

FATAL LABYRINTH (SEGA) £34.99

Simple yet effective top-down RPG affair. **85%**

▲ Nice presentation
▼ Too much of a walk in the park

FATAL REWIND (EA) £39.99
 A superb conversion of the Amiga title Killing Game Show. **85%**
▲ Platform shoot'em-ups don't come much better than this!
▼ Slows down too much

FERRARI GRAND PRIX CHALLENGE (FLYING EDGE) £34.99
 Awful racing game that should never have got out of development. **23%**
▲ Useful for that wobbly table
▼ It's crap

FIRE MUSTANG (IMPORT) £34.99
 Distinctly unpleasant horizontal scroller. Not my cup of tea. **22%**
▲ None whatsoever
▼ Everything about the game

FIRE SHARK (IMPORT) £29.99
 Loose interpretation of the ancient scrolling blaster, 1942. **68%**
▲ Very playable indeed
▼ Hardly challenging

FLAMING DODGEBALL KID, THE (IMPORT) £35
 One or two-player ball throwing game. Surprisingly entertaining. **82%**
▲ Addictive, colourful and entertaining
▼ Could take years to suss out what's going on

FLASHBACK (US GOLD) £39.99
 An excellent platform adventure with many perplexing puzzles. Looks class and plays even better. **90%**
▲ Excellent presentation
▼ Too linear

FLICKY (SEGA) £19.99
 Platform puzzle game involving a cat...hmm. **28%**
▲ Just like old crap games...
▼ It's a new crap game

FLINTSTONES, THE (SEGA) £39.99
 Yaba-daba-doo and all that. Fred and Barney make it with their own platform adventure. **69%**
▲ Challenging
▼ Too small

FORGOTTEN WORLDS (SEGA) £34.99
 Smashing two-player shoot'em-up with some superb background graphics. **75%**
▲ Very playable, superb graphics
▼ Infinite lives in two-player mode

GADGET TWINS (IMPORT) £35
 Crap game with sprites that are reminiscent of something the Rainbow team would knock up on acid. **15%**
▲ The cover makes good toilet paper
▼ Only enough paper for one visit

GAIN GROUND (SEGA) £34.99
 Strategy shoot'em-up. Choose the right soldiers to do the right job as you move through the flick screen scenery. **75%**
▲ Big, fun and varied
▼ A bit deliberate for some

GALAHAD (EA) £39.99
 Known as Leander. Rescue maidens and King Arthur's treasure. Large levels and loads of bad guys. **90%**
▲ Good use of the MD. Excellent graphics
▼ Sound a bit on the iffy side

GALAXY FORCE 2 (SEGA) £39.95
 Painfully tedious and tacky conversion of the coin-op. 'Into the screen' 3D viewpoint wears thin very fast. **30%**
▲ Very colourful
▼ Yaaaawn!

GAMES WINTER CHALLENGE, THE (SEGA) £39.99
 Eight events based on the snow-covered plains. Play with friends for that 'You bastard!' feeling in full. **66%**
▲ Looks good and plays great
▼ Not so good for one player

GAUNTLET IV (TENGEN) £39.99
 A good conversion of a rather average arcade game. **65%**

▲ A faithful conversion
▼ A bit limited in one-player mode

GEMFIRE (IMPORT) £34.99
 Strategy game that takes time to get used to, but worth the effort. **76%**
▲ Absorbing and interesting
▼ Won't get the heart rate going

GENERAL CHAOS (EA) £39.99
 Hilariously funny war game that features a unique four-player mode. **90%**
▲ Bloody good fun
▼ A bit simple really

GEORGE FOREMAN'S KO BOXING (FLYING EDGE) £39.99
 Standard boxing game with weird graphics and sound effects. **48%**
▲ Some nice tacky elements
▼ Pretty goddang dull in no time

GHOSTBUSTERS (SEGA) £34.99
 Platform nonsense straight from the film. Frustrating gameplay. **48%**
▲ Cute and chirpy
▼ Too bouncy by half

GHOULS AND GHOSTS (EA) £44.99
 Conversion of the scrolling slash'em-up. Great fun, imaginative graphics and neat thumping sound. **86%**
▲ Unlimited lives, testing gameplay...
▼ ...That may be too testing

GLEE LANCER (IMPORT) £39.99
 Mistranslated Japanese shoot'em-up. However it's still loads of fun. **89%**
▲ Great graphics and gameplay
▼ Screen clutters up at times

G-LOC (SEGA) £39.99
 Outdated flight sim that is supposedly a top-notch Afterburner conversion. **56%**
▲ A few nice graphical touches
▼ Decrepit and old

GODS (IMPORT) £35
 Become a god and leap around righting wrongs. **91%**
▲ Real challenge. Good sound and graphics
▼ Not for beginners

GOLDEN AXE (SEGA) £34.99
 A man, a woman and a dwarf feature in this beat'em-up. **86%**
▲ Great fun, especially for two
▼ Too easy for one

GOLDEN AXE 2 (SEGA) £44.99
 Hardly a great leap forward but just as good as first game. Don't get either. **65%**
▲ It worked once
▼ So why not do it again?

GRANADA (IMPORT) £35
 Four levels of multidirectional shoot'em-up. **71%**
▲ Pretty graphics and very playable
▼ Too short and a bit repetitive

GRAND SLAM/JENNIFER CAPRIATI (IMPORT) £35
 Unplayable dross. **38%**
▲ There aren't any
▼ Poorly implemented tat

GREAT WALDO ADVENTURE, THE (IMPORT) £49.99
 Kiddies educational adventure. Strictly for the under eights or the deranged. **63%**
▲ Vaguely thought-provoking graphics
▼ Monotonous

GREENDOG (SEGA) £34.99
 A cool dude searching for the Surfboard of the Ancients. A bit boring really. **70%**
▲ Very well-presented
▼ You'll finish it in a day

GUNSHIP (US GOLD) £49.99
 Microprose's classic sim is converted into a shoot'em-up for Sega fans. **60%**
▲ Some great action
▼ Not a patch on the original

GUNSTAR HEROES (SEGA) £39.99
 Top-notch, two-player, shooty bang bang-type game. **88%**
▲ Fab graphics
▼ Erm?

GYNOUNG (SEGA) £39.99

A scrolling shoot'em-up with loads weapons and weird enemies. **88%**
▲ Spiffing fun for all the family
▼ Goes on a bit, but so does my mum

HARDBALL (SEGA) £39.99
 Well, it's baseball really, but jolly good fun all the same. **72%**
▲ Slick interpretation of the game
▼ Doesn't have that edge to make it great

HARDBALL 3 (ACCOLADE) £39.99
 The definitive baseball game on the Mega Drive. Everything you could ever want is here. **89%**
▲ Brilliant conversion
▼ Too many options

HARD DRIVIN' (TENGEN) £35
 The finest example of duff 3D programming you are ever likely to see. Lots of glitches. **32%**
▲ A pic of a Ferrari on the box
▼ Graphics, sound, gameplay

HAUNTING (EA) £44.99
 Beetlejuice-inspired game. **53%**
▲ You can possess people
▼ Won't play it more than a few times

HEAVY UNIT (IMPORT) £30
 Another dodgy Japanese blaster. **27%**
▲ Not much really
▼ Pretty much everything

HELLFIRE (SEGA) £34.99
 A top-class shoot'em-up. **72%**
▲ Enjoyable and playable
▼ Nothing stunning

HERZOG ZWEI (SEGA) £34.99
 You have a range of armoured units with which to defeat an enemy. Logistics, strategy and direct command are all down to you, and it's in real-time. **85%**
▲ Lots of depth. Never slows down
▼ Lots to worry about and initially inaccessible

HIT THE ICE (IMPORT) £49.99
 Poor copy of the NHLPA series. Not recommended. **68%**
▲ Quite funny
▼ The price

HOME ALONE (SEGA) £34.99
 God-awful licence where you get to be Macaulay Culkin. Utter crap. **35%**
▲ Novelty of weapon building
▼ Painful gameplay

HUMANS (IMPORT) £39.99
 Lemmings rip-off requiring lots of brain power to solve perplexing puzzles. **80%**
▲ 80 mind-boggling puzzles
▼ An annoying password system

IMMORTAL, THE (EA) £39.99
 Top-notch arcade adventure with gloriously gory graphics. **80%**
▲ Big play area, lots of atmosphere and action
▼ The wizard looks like a ponce

INDIANA JONES AND THE LAST CRUSADE (US GOLD) £39.99
 Good film conversion that ends up as a platform game. **82%**
▲ Action and puzzles
▼ Only five levels

INSECTOR X (IMPORT) £35
 Quality gameplay as you bug-spray your way through levels of insects. **80%**
▲ Marvellous gameplay, looks great
▼ Some levels are too big

INTERNATIONAL RUGBY (DOMARK) £39.99
 The first rugby game for the Mega Drive and not a bad little effort it is too. **72%**
▲ Good kicking fun
▼ Poor tackling

ISHIDO: THE WAY OF THE STONES (IMPORT) £35
 You have to match up shapes and colours of stones randomly pulled from a bag. **72%**
▲ A pretty version of a tile game
▼ Not one for the

bloodthirsty

JACK NICKLAUS POWER CHALLENGE (ACCOLADE) £39.99

Way below average golf sim that pales alongside PGA Tour Golf. **50%**
 ▲ *Good sound effects*
 ▼ *Virtually no lastability*

JAMES BOND THE DUEL (DOMARK) £39.99

Take on the role of 007 in this fun platform shoot'em-up. **75%**
 ▲ *Good fun, nice animation of the main sprite*
 ▼ *No real challenge*

JAMES 'BUSTER' DOUGLAS BOXING (SEGA) £34.99

So crap it is worth renting just to see how awful it is. **12%**
 ▲ *Quality crowd noises*
 ▼ *The mere existence of such a game*

JAMES POND (EA) £39.99

The first instalment in the ever popular James Pond saga. **79%**
 ▲ *Cute, cuddly and full of fun*
 ▼ *Lacks variety in the gameplay*

JAMES POND 2: ROBOCOD (EA) £39.99

You have to stop Dr Maybe from taking over Santa's toy factory in this cute platform game. **87%**
 ▲ *Superb level designs and wacky graphics*
 ▼ *Might elicit the odd 'joypad through the window' moment*

JAMES POND III (EA), £44.99

Pond's back...this time with legs! **78%**
 ▲ *Very large*
 ▼ *Just more of the same*

JEWEL MASTER (SEGA) £34.99

Platform beat'em-up where you switch rings to use different weapons. **40%**
 ▲ *Intro music's quite nice*
 ▼ *Essentially useless in the great scheme of things*

JOE MONTANA FOOTBALL (SEGA) £34.99

It had to match up to John Madden to compete, and unfortunately it didn't. Fewer plays, poorer graphics. **52%**
 ▲ *Diverting for two players*
 ▼ *Never a match for Madden*

JOE MONTANA 2 (SEGA) £34.99

Someone didn't learn their lesson 'cos this is still not a viable alternative to Madden, despite more plays and a better challenge. **53%**
 ▲ *Attractive and playable*
 ▼ *Speech is eventually repeated*

JOE MONTANA 3 (IMPORT) £35

New speech and a couple more plays. Hardly worth the effort if you've got Joe 2. **59%**
 ▲ *Good fun for a while*
 ▼ *Too similar I'm afraid*

JOHN MADDEN FOOTBALL (EA) £39.99

What a corker. Un-put-down-able, excellent control system. **75%**
 ▲ *Time flies when playing*
 ▼ *Find the right couple of plays and you'll beat nearly every team*

JOHN MADDEN 2 (EA) £39.99

Better than the original. **85%**
 ▲ *Job-threatening stuff as you call in sick for three days running*
 ▼ *An update not a sequel*

JOHN MADDEN '93 (EA) £39.99

Update of the Madden series. Everything you expect is here...and more. **88%**
 ▲ *Just as good as before*
 ▼ *Awful speech*

JOHN MADDEN NFL '94, (EA), £44.99

Yet again EA has updated this classic American football game. **86%**
 ▲ *Lots more options*
 ▼ *It's the same game*

JORDAN VS BIRD (EA) £34.99

Good-looking but very boring one-on-one basketball game. Why bother? **40%**
 ▲ *Pass*
 ▼ *Akin to being starved to death*

JUNCTION (IMPORT) £30

One of those marble trap thingies. It will have you ripping your hair out. **64%**

▲ *It is addictive and incredibly simple*
 ▼ *You'll loathe the tune*

JUNGLE STRIKE (EA) £49.99

Brilliant sequel to Desert Strike. **94%**
 ▲ *Wonderful gameplay*
 ▼ *Some ropy backgrounds*

JURASSIC PARK (SEGA) £39.99

Pitiful film tie-in that reduces Alan Grant to a small, platform game sprite. **45%**
 ▲ *The box looks pretty (sort of)*
 ▼ *The game*

KID CHAMELEON (SEGA) £39.99

As platforms go it's hard to beat this one on size if not playability. **81%**
 ▲ *Size and variety of levels*
 ▼ *Too hard for some gamers*

KING OF THE MONSTERS (SEGA) £39.99

Japanese monster madness. Sounds like fun but wears thin quickly. **68%**
 ▲ *Fun for a while*
 ▼ *Frustrating*

KING'S BOUNTY (EA) £39.99

Visually drab and aurally underwhelming but a stonking RPG in there. **50%**
 ▲ *Massive with lots of RPG fun*
 ▼ *Hardly a work of art*

KLAX (TENGEN) £34.99

A cross between Lemmings and mah-jong. **74%**
 ▲ *That falling tile gameplay which never fails to amuse*
 ▼ *Never really gets a sweat going*

KRUSTY'S FUN HOUSE (FLYING EDGE) £39.99

A cross between Lemmings and mah-jong. **80%**
 ▲ *The size and the graphics*
 ▼ *You really could throttle the little swine sometimes*

LAKERS VS CELTIC (IMPORT) £35

EA's first proper basketball game and it's jolly good with two players. **65%**
 ▲ *Great with a friend. Some top graphics*
 ▼ *It all gets a bit boring*

LANDSTALKER (SEGA) £44.99

Huge and instantly enjoyable RPG from Sega. The game relies more on dragon slaying than puzzle solving. **94%**
 ▲ *Take our word for it, this is brilliant*
 ▼ *It rained last Tuesday*

LAST BATTLE (SEGA) £34.99

Ninja kung fu karate drivel that irritates immediately. **40%**
 ▲ *Shows how NOT to program*
 ▼ *People bought it*

LEMMINGS (SEGA) £39.99

Fun, fun, fun as you guide the lemmings to safety. This is the most original and addictive game for a long time. **92%**
 ▲ *Password system, massive game, good graphics, lots of fun*
 ▼ *Slight flicker in two-player mode*

LHX ATTACK CHOPPER (EA) £39.99

Flight sim that puts the player in charge of a powerful helicopter. **84%**
 ▲ *Varied gameplay, good graphics*
 ▼ *Lack of wide appeal. Not everyone wants to fly a chopper*

LOTUS TURBO CHALLENGE (EA) £39.99

Nifty little driving sim that was one of the first MD games to feature two-player split screen. **91%**

▲ Fast action, great graphics**▼ A little tedious.****MI-ABRAMS BATTLE TANK (SEGA) £39.99**

Vector graphic 3D tank sim which doesn't do much graphically, but it moves well. **68%**
 ▲ *Easy to get into, but not too simple*
 ▼ *Scenery is a bit quiet*

MARBLE MADNESS (EA) £39.99

The classic coin-op of yesteryear. Guide a marble around while avoiding monsters. **69%**
 ▲ *Frantic yet basic action*
 ▼ *It gets frustrating eventually*

MARIO LEMIEUX HOCKEY (SEGA) £39.99

Stands well on its own as a side-on ice hockey game. **79%**
 ▲ *Excellent tournament mode*

▼ *Lacks atmosphere***MARVEL LAND (IMPORT) £40**

The fast moving Wonderboy gameplay combined with grade-A graphics. **80%**
 ▲ *Hours of play in gorgeous environment*
 ▼ *The sound cannot be described as brilliant*

MAZIN WARS (SEGA) £39.99

This looks like any other scrolling beat'em-up until the sprites grow and do battle. **73%**
 ▲ *The 'Street Fighter' parts are superb*
 ▼ *Rest of the game does not come up to scratch*

MEGA-10-MANIA (VIRGIN) £39.99

If playing at god tickles your fancy then this is the game for you. **94%**
 ▲ *It exists*
 ▼ *You'll become a hermit*

MERCS (SEGA) £39.99

Dull shoot'em-up stuff that really shouldn't be done anymore. **13%**
 ▲ *Mindless violence*
 ▼ *It's shit*

MICK AND MACK: THE GLOBAL GLADIATORS (VIRGIN) £39.99

McDonalds has a go at upping its street cred with this 'save the world from pollution' effort. **83%**
 ▲ *Plays well*
 ▼ *Not enough depth*

MICKEY AND DONALD (SEGA) £39.99

Disney's two faves help each other out in this sumptuous platform game. **86%**
 ▲ *Looks and plays really well*
 ▼ *Too easy*

MICRO MACHINES (CODEMASTERS) £34.99

Yawn, another racing game this time on a miniature scale. **89%**
 ▲ *Side-splitting two-player mode really makes the game*
 ▼ *Some uninspiring tracks (Or kitchen tables!)*

MIDNIGHT RESISTANCE (IMPORT) £38

A conversion with dodgy graphics where you fire loads of weapons at loads of things with loads of weapons. **60%**
 ▲ *More mindless violence*
 ▼ *Tricky controls*

MIG-29 (DOMARK) £39.99

Stonking flight sim that the Mega Drive needed badly. **91%**
 ▲ *Breathtaking 3D graphics*
 ▼ *Limited appeal*

NIGHT AND MAGIC: GATEWAY (EA) £49.99

Expensive but huge RPG. **64%**
 ▲ *Absolutely massive*
 ▼ *Doesn't anyone think RPGs need graphics?*

MIKE DITKA POWER FOOTBALL (BALLISTIC) £39.99

Who is Mike Ditka and didn't he realise you can't better John Madden? **30%**
 ▲ *Two-player saves the day*
 ▼ *He's got a silly name*

MOONWALKER (SEGA) £34.99

Michael 'I'm forever blowing bubbles' Jackson stars in this incredibly well-animated platform game. **64%**
 ▲ *Brilliant fun and very playable*
 ▼ *More variety needed*

MORTAL KOMBAT (ACCLAIM) £49.99

The greatest beat'em-up ever! Get your hands on a copy now! **95%**
 ▲ *It exists!*
 ▼ *Erm...*

MUHAMMAD ALI HEAVYWEIGHT BOXING (VIRGIN) £39.99

Yet another goddang boxing game featuring Mr Butterfly himself. **48%**
 ▲ *Erm. Some nice speech samples*
 ▼ *Slow, tedious and boring*

MUTANT LEAGUE FOOTBALL (EA) £39.99

A completely novel and bloodthirsty version of American football. **86%**
 ▲ *More interesting than the real thing*
 ▼ *It's still bloody American football*

MYSTIC DEFENDER (SEGA) £34.99

The beat'em-up with atmosphere would probably be the best description of this game. **52%**

▲ *Interesting visuals*▼ *Wears thin after a while***NBA ALL-STAR CHALLENGE (FLYING EDGE) £39.99**

Official basketball action. **52%**
 ▲ *Quite decent basketball action*
 ▼ *Massive yawn factor*

NEW ZEALAND STORY (IMPORT) £35

Fabulous coin-op conversion that is one of the best platform games around. **84%**
 ▲ *You'll never put it down...*
 ▼ *And thus ruin your life*

NHLPA '93 (EA) £39.99

Updated version of EA Hockey. **86%**
 ▲ *The complete game*
 ▼ *Erm...none really*

NHL '94 (ELECTRONIC ARTS) £44.99

Another game in the successful sports series. This one sees the inclusion of a four-player option. **87%**
 ▲ *Good graphics, great gameplay and the option to play four players*
 ▼ *The series is getting a bit jaded now*

OLYMPIC GOLD (US GOLD) £39.99

Formulaic blasty thingy. **78%**
 ▲ *It'll raise a sweat with anyone*
 ▼ *Sore fingers, too small, sore fingers, swimming's a nightmare*

ONSLAUGHT (BALLISTIC) £39.99

Formulaic blasty thingy. **42%**
 ▲ *Mildly diverting for small children*
 ▼ *Largely a waste of money*

OTTIFANTS (SEGA), £39.99

Strange platformer based on a German cartoon series. **69%**
 ▲ *Looks fab*
 ▼ *Very boring*

OUTLANDER (IMPORT) £39.99

Poor attempt to cash in on Road Rash and Mad Max. **42%**
 ▲ *Nice scrolling*
 ▼ *Death by boredom*

OUTRUN (SEGA) £34.99

Racing game that has seen better days. Hopelessly outdated. **24%**
 ▲ *Funny when the car flips*
 ▼ *Insomniacs sign here...*

OUTRUN 2019 (SEGA) £39.99

Good-looking game set in the future. The best so far of the series. **65%**
 ▲ *Plays nicely*
 ▼ *Yet another racing game*

PAC-MANIA (DOMARK) £34.99

3D version of the old fave with all the ghosts and pills of the original. **64%**
 ▲ *A good giggle for a quiet night*
 ▼ *Seen it all before really*

PAPERBOY (DOMARK) £34.99

Ride your BMX through suburban America, or was it Beirut? **52%**
 ▲ *Arcade perfect*
 ▼ *That's part of the problem*

PAPERBOY II (TENGEN) £34.99

Ride your BMX through suburbia chucking a paper at things. **60%**
 ▲ *Better than the first one*
 ▼ *Still essentially a crap game*

PGA TOUR GOLF 2 (EA) £39.99

The definitive golf game. **81%**
 ▲ *Incredibly playable*
 ▼ *Some ropy intro graphics*

PHANTASY STAR 2

A huge battery-backed RPG that set the standard for others. **81%**
 ▲ *You'll be there for weeks*
 ▼ *Extremely hard*

PHANTASY STAR 3

Bigger and better than number two – difficult to believe, I know. **82%**
 ▲ *Good-looking, very playable*
 ▼ *Daunting at first*

PHELIOS (SEGA) £34.99

Mundane little vertical shoot'em-up. Nothing new or exciting. **71%**

▲ *Nice gameplay touches*
 ▼ *It's all over so quick*

PIGSKIN FOOTBRAWL (IMPORT) £34.99

Mediaeval-type American football game which should have stayed in the past. **45%**

▲ *Good soundtrack*▼ *Nothing to write home about***PIT-FIGHTER (DOMARK) £39.99**

Two-player option saves this reasonable one-on-three beat'em-up. **30%**
 ▲ *You can't beat smashing a chair over a mate*
 ▼ *Dead boring on your own*

POPULOUS (EA) £39.99

You are a god and play havoc with people's lives. **90%**
 ▲ *Very addictive*
 ▼ *The power can go to your head*

POWERBALL (IMPORT) £35

Tragically duff Speedball clone. **48%**
 ▲ *Makes SB2 look even better*
 ▼ *How long have I got?*

POWERMONGER (EA) £39.99

Massive strategy and war game. **87%**
 ▲ *Hours of engrossing play*
 ▼ *Not enough variety or fighting*

PREDATOR 2 (ARENA) £34.99

Very average shoot'em-up. **65%**
 ▲ *Addictive*
 ▼ *Far too small. Lack of challenge*

PUGGSY (PSYGNOSIS) £39.99

Help the cute little alien find his spaceship. Recommended. **90%**
 ▲ *Lots to explore*
 ▼ *Fiddly control system*

QUACKSHOT (SEGA) £39.99

Brilliant everything'em-up with Donald Duck. **87%**
 ▲ *Does everything marvellously*
 ▼ *Gameplay too slow*

RAIDEN TRAD (IMPORT) £40

Graphically impressive blaster. **81%**
 ▲ *Includes excellent presentation*
 ▼ *Gameplay is a little limiting*

RAINBOW ISLANDS (IMPORT) £39.99

A sickeningly cute platform game. **83%**
 ▲ *Incredibly playable*
 ▼ *It's a bit pukey*

RAMBO 3 (SEGA) £29.99

Overhead, multidirectional, scrolly shoot'em-up. **47%**
 ▲ *Better than average sound*
 ▼ *Game style is a bit old hat*

RANGE-X (SEGA) £39.99

Disappointing blaster. Has all the ingredients to be a classic but somehow does not seem to work. **63%**
 ▲ *Loads of graphic violence*
 ▼ *Too small. Based on a very old idea*

RASTAN SAGA 2 (SEGA) £29.99

Hack 'n' slash barbarian basher. **48%**
 ▲ *Beat'em-up junkies will love it*
 ▼ *...A good job, no one else will*

RBI BASEBALL 4 (TENGEN) £34.99

Brilliant conversion that knocks all other baseball sims for six. **87%**
 ▲ *Good gameplay, nice graphics*
 ▼ *Takes ages to reach World Series*

RBI '93 (TENGEN) £39.99

Same as RBI Baseball 4 but with two new teams and a pitching practice mode included. **87%**
 ▲ *Good gameplay*
 ▼ *Not really an improvement*

REVENGE OF SHINOBI (SEGA) £34.99

Sequel to the brilliant Shinobi with some fabbo graphics and sound. **81%**
 ▲ *Fantastic presentation and excellent gameplay*
 ▼ *Erm, none really*

RINGSIDE ANGEL (IMPORT) £34.99

Wrestling game, scantily clad girls beating the crap out of each other. **45%**
 ▲ *Hmm, half-naked women!*
 ▼ *It's a completely crap game*

RINGS OF POWER (EA) £49.99

Unfortunately, this is a distinctly poor

RPG with a bad control system. **51%**
▲ Quests are quite interesting
▼ Graphics are jerky, controls are bad and the game is too dear

RISKY WOODS (EA) £39.99
 You're a knight walking through average levels firing average weapons at average enemies. **55%**
▲ It looks quite good
▼ Shallow gameplay

ROAD RASH (EA) £39.99
 3D motorcycle racing game with some rather novel ideas! **78%**
▲ Superb animation, fun gameplay
▼ No two-player option

ROAD RASH 2 (EA) £39.99
 Brilliant follow-up to the original. Enhanced gameplay. **84%**
▲ Great fun – cool two-player option
▼ Little variety

ROCKET KNIGHT ADVENTURES (KONAMI) £39.99
 Better than average platform romp, featuring a strange marsupial. **86%**
▲ It doesn't have a flippin' hedgehog in it!
▼ Can be quite difficult in places

ROGER CLEMENTS' BASEBALL (US IMPORT) £44.99
 Slightly below average sports sim. **71%**
▲ The gameplay is challenging
▼ Boring after two minutes

ROLLING THUNDER 2 (IMPORT) £39.99
 Huge scrolling platform game based on the ancient Atari coin-op. **82%**
▲ The gameplay is addictive
▼ The graphics are awful

ROLO TO THE RESCUE (EA) £39.99
 An elephant has to rescue his friends from the evil ringmaster. **66%**
▲ Big and you can control different characters
▼ Too long

SAINT SWORD (IMPORT) £34.99
 Multidirectional scrolling hack 'n' slash job. **37%**
▲ Seven decent-sized levels
▼ It's bobbins

SENSIBLE SOCCER, (SONY IMAGESOFT) £44.99
 The Amiga footie hit converts into a classic Mega Drive game. **95%**
▲ The best football game yet
▼ Nothing I can think of!

SHADOW BLASTERS (IMPORT) £29.99
 Distinctly poor scrolling beat'em-up. Looks crap and it is crap. **34%**
▲ None
▼ As appealing as cold sick

SHADOW DANCER (SEGA) £34.99
 From the hit arcade machine, one man and his dog take on the evil hordes in this scrolling beat'em-up. **84%**
▲ Brilliant graphics, terrific gameplay
▼ I don't like dogs

SHADOW OF THE BEAST (EA) £39.99
 It's crap, but it's a nifty way of showing off the Mega Drive. **62%**
▲ Looks gob-smackingly good
▼ Plays gob-smackingly badly

SHADOW OF THE BEAST II (EA) £39.99
 Incredible graphics, impressive sound, but excuse me – can I have a more of a game, please? **88%**
▲ Excellent presentation
▼ Too hard and it's tiny

SHINING FORCE (SEGA) £44.99
 Second in the Shining Force trilogy (so far). Swords at the ready. **92%**
▲ Very deep gameplay
▼ Dated graphical content

SHINING IN THE DARKNESS (SEGA) £44.99
 Stinking RPG with brilliant graphics and truly deep gameplay. **72%**
▲ Fantastic graphics, superb puzzles
▼ Too much aimless wandering

SIDE POCKET (IMPORT) £34.99
 Dreadful but well-presented attempt to bring pool to the MD. **30%**

▲ Accurate gameplay
▼ The rest of the game

SNOW BROS (TENGEN) £39.99
 Bubble Bobble rip-off that fails to generate any real excitement. **59%**
▲ 'Cute' arcade graphics
▼ It's a bit crap

SONIC THE HEDGEHOG (SEGA) £34.99
 Obscure scrolling platform game starring a bizarre blue hedgehog. **85%**
▲ Great graphics and sound
▼ Levels are far too easy

SONIC THE HEDGEHOG 2 (SEGA) £39.99
 It's bloody Sonic 2 innit? **93%**
▲ Miles is one wicked dude
▼ It's not a significant improvement over the first game

SON OF CHUCK (CORE DESIGN) £39.99
 More caveman capers from Chuck's offspring. **84%**
▲ Quite a challenge
▼ Annoying

SPACE HARRIER 2 (SEGA) £34.99
 Crap 3D arcade blaster. **48%**
▲ Fast 3D graphics
▼ Gameplay is a little thin

SPACE INVADERS '90 (IMPORT) £29.99
 Graphically enhanced version of the original shoot'em-up. **64%**
▲ A good conversion
▼ Only the graphics have been brought up to date

SPEEDBALL 2 (VIRGIN) £39.99
 Futuristic sports sim with bags of violence. **78%**
▲ Fantastic graphics and superb sampled sound
▼ You really need two players

SPIDERMAN (SEGA) £29.99
 Mediocre platform game. **64%**
▲ Wickedly moody soundtrack
▼ Very little lasting appeal

SPIDERMAN AND THE X-MEN, (ACCLAIM), £44.99
 Poor conversion of a SNES platform game. **64%**
▲ The old favourites are here
▼ It is terrible to play

SPLATTERHOUSE 2 (IMPORT) £39.99
 Gory beat'em-up. **72%**
▲ Novel gory graphics
▼ Very weak gameplay

STAR CONTROL (BALLISTIC) £39.99
 Ideal for those who like a bit of strategy without too much brain drain. **68%**
▲ Neat graphics and fun gameplay
▼ Neither an action nor a strategy game

STAR CRUISER (IMPORT) £34.99
 Utterly unplayable shooter unless you speak Japanese. **47%**
▲ None whatsoever
▼ It's bloomin' foreign innit?

STARFLIGHT (EA) £39.99
 An interesting blend of trading, adventure and blasting. **56%**
▲ Great idea...
▼...Shame about the implementation

STEEL TALONS (IMPORT) £35
 Slow, depressing helicopter sim that will be released officially this year. **55%**
▲ Faithful arcade conversion
▼ You could make tea between screen updates

STORMLORD (IMPORT) £34.99
 Looks and plays like Ghosts and Goblins. **75%**
▲ Superb presentation
▼ Inconsistent difficulty levels

STREET FIGHTER II (SEGA) £59.99
 The BEST game on the Mega Drive. Buy it, steal it but get your hands on a copy. **97%**
▲ Everything
▼ Not as good as the SNES version!

STREETS OF RAGE (SEGA) £34.99
 The definitive Mega Drive beat'em-up in the style of Double Dragon. **79%**

▲ Wonderful presentation
▼ A bit too easy

STREETS OF RAGE II (SEGA) £44.99
 Brilliant sequel to a quality original. Bigger graphics, bigger levels. **91%**
▲ Top presentation and gameplay
▼ Best as two-player game

STRIDER (SEGA) £44.99
 Horrendously expensive multidirectional scrolling beat'em-up. **78%**
▲ Excellent arcade conversion. Looks superb
▼ Too bloody expensive!

SUMMER CHALLENGE (ACCOLADE) £39.99
 Compete in events such as the pole-vault and an archery contest. Fun. **72%**
▲ Good choice of events
▼ Joypad destroying

SUNSET RIDERS (KONAMI) £39.99
 A class conversion of the hit arcade beat'em-up. **82%**
▲ Loads of fun
▼ Far too repetitive

SUPER AIRWOLF (IMPORT) £34.99
 Absolutely nowt to do with Airwolf. **65%**
▲ Surprisingly playable
▼ The presentation is awful

SUPER BATTLETANK (IMPORT) £44.99
 Climb aboard the latest in American killing-technology. **50%**
▲ Easy to master controls
▼ Yawn

SUPER FANTASY ZONE (IMPORT) £35
 Spaceship which has to avenge its father's death by shooting vegetables. **86%**
▲ Lots of lovely pastel graphics
▼ Very rare in this country

SUPER HANG ON (SEGA) £34.99
 Great conversion of the 3D Bike Racer. **72%**
▲ Presentation is quite superb
▼ Gameplay is a little lacking

SUPER HIGH IMPACT (IMPORT) £34.99
 Interesting American football sim. **68%**
▲ Ideal for beginners
▼ Not enough plays

SUPER HQ (IMPORT) £34.99
 Wears thin very quickly. **40%**
▲ Fun for about 15 minutes
▼ Tedious for longer

SUPER HYDLIDE (SEGA) £29.99
 Fantasy role-playing game with drab graphics and dim plot. **65%**
▲ Very involved gameplay
▼ Only RPG nut-jobs will like it

SUPER KICK OFF (US GOLD) £39.99
 At last the long-suffering football fan has a playable cart. **88%**
▲ Excellent presentation
▼ Bugged down by the stats

SUPER LEAGUE BASEBALL (SEGA) £34.99
 An adequate baseball sim that doesn't quite make the mark of RBI 4. **48%**
▲ Reasonably playable
▼ Has no ZING!

SUPERMAN (SEGA) £39.99
 A major disappointment. Very, very average platform game. **51%**
▲ Superman puts in an appearance
▼ The whole game is disappointing

SUPER MONACO GP (SEGA) £34.99
 Good quality coin-op conversion. **68%**
▲ Reasonable graphics
▼ Beginning to show its age a bit

SUPER MONACO GP 2 (SEGA) £39.99
 Updated game, but this time it's got Ayrton Senna's name on it. **73%**
▲ Some nice digitised pics
▼ Joypad response is a bit sluggish

SUPER OFF ROAD (BALLISTIC) £34.99
 Old-fashioned 'round and round'-type racing game. **68%**
▲ Very playable indeed
▼ Graphics are too small

SUPER REAL BASKETBALL (SEGA) £34.99
 Playable basketball game with some

wicked close-ups of your shots. **64%**
▲ Corking graphics
▼ You really need two players

SUPER REAL VOLLEYBALL (SEGA) £34.99
 2D graphics are pap and gameplay is drab. **65%**
▲ The only volleyball game for the Mega Drive
▼ Looks crap and plays worse

SUPER SHINOBI II (SEGA) £39.99
 This is a fabulous ninja game that has to be in everyone's collection. **93%**
▲ Huge amount of moves, great to play
▼ Some moves are a bit fiddly

SUPER SMASH TV (FLYING EDGE) £34.99
 Dreadful conversion of the old arcade classic. **33%**
▲ Two-player game amusing
▼ Incredibly boring and dull

SUPER THUNDERBLADE (SEGA) £34.99
 Adequate conversion of the arcade hit. **59%**
▲ Graphics are quite nice
▼ Gameplay is a bit poor

SWORD OF SODAN (EA) £39.99
 Amiga conversion that failed. Epic beat'em-up that's boring. **40%**
▲ Looks nice
▼ Pity it doesn't play very well

SWORD OF VERMILLION (SEGA) £49.99
 One of the better RPGs around. Looks nice. **67%**
▲ One of the best
▼ It costs nearly £50!

TAZ-MANIA (SEGA) £39.99
 Great graphics, sound, animation and backgrounds. **85%**
▲ Looks ace
▼ Not enough gameplay

TEAM USA BASKETBALL (EA) £39.99
 Another updated game, this time Bulls Vs Lakers becomes Team USA. **62%**
▲ Two-player game good laugh, nice graphics
▼ No variety. Too easy

TECHNOCLASH (EA) £39.99
 The only Gauntlet game on the MD. It's OK, but don't get too excited. **73%**
▲ It's a Gauntlet clone
▼ Not enough variety. No two-player mode

TECHNOCOP (SEGA) £29.99
 Impossible Mission-type platform game with drivey bits. **63%**
▲ Great idea
▼ Bad presentation

TECHNO SOCCER (IMPORT) £35
 Dire attempt by the Japanese to make a game out of our national sport. **10%**
▲ The captain can catch fire (?)
▼ Induces suicidal tendencies

TECMO WORLD CUP (SIMS CO LTD) £39.99
 It's a very dire football game. **40%**
▲ None spring to mind
▼ It's crap

TEENAGE MUTANT NINJA TURTLES: THE HYPER STONE HEIST (KONAMI) £39.99
 Average 'duff up bad guys' affair. **65%**
▲ Fun being a turtle
▼ No challenge

TERMINATOR (VIRGIN) £34.99
 Under all the frills it's nothing more than a weak platform shoot'em-up. **63%**
▲ Stunning visuals
▼ The game is far, far too easy

TERMINATOR 2 (ARENA) £39.99
 Menacer compatible shoot'em-up based on the arcade machine. **85%**
▲ Fast-moving action
▼ Really needs Menacer for full potential

TEST DRIVE 2: THE DUEL (BALLISTIC) £34.99
 Drive lots of fast cars in this 3D driving game. **68%**
▲ Some wicked cars
▼ Screen update can't keep up

THUNDERFORCE II (SEGA) £39.99

Wicked shoot'em-up. Eight-way scrolling job. Plays great! **82%**
▲ Very playable
▼ Graphics are a bit poor

THUNDERFORCE III (SEGA) £39.99
 Horizontal scroller with some wicked graphics. A classic. **85%**
▲ Amazing graphics
▼ Very hard levels

THUNDERFORCE IV (SEGA) £39.99
 Fab graphics and great gameplay. **94%**
▲ Gob-smacking graphics
▼ Soundtrack's a bit naff

TIGER HELI (IMPORT) £34.99
 Vertically scrolling chopper blaster. Lots of fun. **78%**
▲ Looks nice, plays well
▼ A bit hard to get hold of

TINY TOONS (KONAMI) £39.99
 Cute platform romp with fluffy bunnies. Loads of fun. Animation is superb. **93%**
▲ Fun gameplay
▼ A bit too easy

TOEJAM AND EARL (SEGA) £39.99
 Two dudes rebuild their spaceship. **72%**
▲ Lots of humour
▼ The graphics really are terrible

TOKI (SEGA) £34.99
 Wicked platform game. **69%**
▲ Great graphics and massive levels
▼ Gameplay is a tad dull at times

TOXIC CRUSADER (IMPORT) £35
 Crap beat'em-up. **43%**
▲ He uses a mop
▼ Bloody dull

TROUBLE SHOOTER (IMPORT) £39.99
 Very slick shoot'em-up starring two babes. **61%**
▲ Fantastic visuals
▼ Far too easy

TRUXTON (SEGA) £34.99
 Vertical shooting and lots of guns. Dated but very playable. **78%**
▲ Bold graphics
▼ Not awfully original

TURBO OUTRUN (SEGA) £34.99
 Awful arcade driving game. **12%**
▲ Nope
▼ You name it, it's got it

TWINKLE TALE (IMPORT) £35
 Walking shoot'em-up with loads of different weapons. **78%**
▲ Well-balanced difficulty and as good as a lot of others
▼ Never truly original

TWO CRUDE DUDES (SEGA) £34.99
 Average scrolling beat'em-up. **86%**
▲ Grotesque graphics
▼ Iffy sound effects

TWO TRIBES (VIRGIN) £44.99
 Play at being a god for a day or more in this epic challenge. **92%**
▲ Very playable
▼ Repetitive

ULTIMATE SOCCER (RAGE) £39.99
 Good footy game that doesn't manage to steal Super Kick Off's crown. **78%**
▲ Good gameplay
▼ A bit sloppy in places

UNDEADLINE (IMPORT) £35
 Vertical walking blaster. **86%**
▲ Some gruesome guardians
▼ Not exactly original

UNIVERSAL SOLDIER (BALLISTIC) £34.99
 Plop platform shooter. **60%**
▲ Interesting weapons
▼ Game shows its age

VOLFIED (IMPORT) £24.99
 Draw lines around the screen and fill them in with paint. Just like Qix. **72%**
▲ Wicked gameplay
▼ Crap presentation

WANI WANI WORLD (IMPORT) £35
 Based around an ancient two-player coin-op. Weird but wonderful. **79%**
▲ Mildly addictive

▼ Migraine-inducing graphics

WARDNER SPECIAL (IMPORT)

£34.99
Stonking coin-op conversion of this storming platform shooter. **53%**
▲ Arcade quality visuals
▼ Longevity score is a bit weak

WARPSPEED (ACCOLADE) £39.99

A bit like that ancient Star Raiders. **83%**
▲ Slick presentation
▼ Disappointing sound

WARRIOR OF ROME (IMPORT) £39.99

Completely wicked and playable strategy war game. **74%**
▲ Easy to get into
▼ Not for experienced players

WARRIORS OF THE ETERNAL SUN (IMPORT)

£35
Daunting TSR-endorsed D&D. **65%**
▲ Good variety
▼ Long periods with nothing to do

WHERE IN THE WORLD IS CARMEN SANDIEGO? (EA) £49.99

Educational detective game that teaches the player geography! **85%**
▲ Good fun. Very educational
▼ A bit 'samey'

WHERE IN TIME IS CARMEN SANDIEGO? (EA)

£49.99
Same as the above game, but with historical theme. **74%**
▲ Very good fun indeed
▼ Presentation is a bit weak

WIMBLEDON (SEGA) £39.99

Not very good tennis sim. **43%**
▲ Strawberries and cream
▼ Too much rain and long queues

WONDERBOY 3 (SEGA) £34.99

Totally, completely and utterly dire. **27%**
▲ None
▼ C'mon Sega, we're not stupid

WONDERBOY IN MONSTERWORLD (SEGA)

£39.99
Excellent role-playing game which spans loads of levels. **85%**
▲ Superb huge levels, lots to do. Smashing!
▼ Wonderboy's too cute

WORLD CLASS LEADERBOARD (US GOLD)

£39.99
The best 3D golf game on the MD. **82%**
▲ The best golf game yet!
▼ You've got to like golf

WORLD CUP ITALIA '90 (SEGA) £29.99

A pretty naff footie sim. **55%**
▲ None really
▼ It's crap

WRESTLE WAR (SEGA) £34.99

A poor attempt at cashing in on the WWF craze. **59%**
▲ Not a bad beat'em-up
▼ Not a good beat'em-up

WWF (FLYING EDGE) £39.99

Nearly very good wrestling game with such stars as the British Bulldog. **69%**
▲ Great graphics
▼ Fights are too short

XENON 2 (VIRGIN) £39.99

The classic Amiga shooter pops up for an appearance on the Mega Drive. **72%**
▲ Fantastic presentation
▼ Gameplay is a bit weak

X-MEN (SEGA) £39.99

Superhero beat'em-up that delivers the goods. **91%**
▲ Loads of fun
▼ Tad on the difficult side

ZANY GOLF (EA) £39.99

Unfortunately it is lacking both gameplay and lastability-wise. **35%**
▲ It's an original idea I suppose
▼ But it doesn't quite work

ZERO WING (SEGA) £39.95

Polished horizontal blaster. Lots of weapons. **72%**
▲ One of the best shooters
▼ Infinite continues are a pain

ZOOM (SEGA) £29.99

Mediocre puzzle based on the arcade classic, Painter. A waste of time. **43%**
▲ Fun for a few minutes
▼ ...Then it gets terribly boring

Now follows the complete Mega-CD software list...

THE FREE IN-PACK DISC

Five free games on one disc including Columns, Golden Axe, Revenge of Shinobi, Streets of Rage and Super Monaco GP. Cobra Command has been thrown in as well. **70%**
▲ Six free games including Cobra Command can't be all bad
▼ Pity most of them are so old

AFTER BURNER 3 (SEGA) £39.99

Utter dross. It may use the scaling and rotational abilities (a little), but that doesn't stop this being utter crap. **43%**
▲ Good sound
▼ Pathetic CD offering

BATMAN RETURNS (SEGA) £44.99

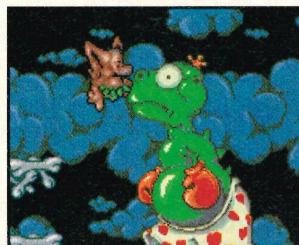
The best example yet of what a CD-based game should be. Pity about the crap platform game though. The driving section is without a doubt the most impressive thing you'll see on a Sega console. Unbelievable. **85%**
▲ Superb, speedy graphics and great sound
▼ That platform bit

BLACK HOLE ASSAULT (SEGA) £39.99

Naff beat'em-up. Pit big robots against other big robots. The animation is plop, but I suppose the music is pretty good. A bit of a waste of time really. **59%**
▲ Nice animation
▼ Very limited moves
C + C MUSIC FACTORY (SEGA) £39.99
Second in the humdrum 'Make my Video' series. Immerse your testicles in boiling oil – the sensation is less painful and it's a lot more fun. Go and buy a video instead. **52%**
▲ Good quality sound
▼ Where shall I start?

CHUCK ROCK (SONY IMAGESOFT) £39.99

Converted from the classic cart game, this offers nothing new in terms of gameplay. A few nice intro screens and enhanced music are the only real improvements. It's still a good laugh though. The sequel should turn out to be even better when it shows up later this year. **70%**



▲ Still a good game

▼ What's the point?

DEVASTATOR (WOLF TEAM) £40.99

Passable shoot'em-up that could have quite easily been done on cartridge, except for the smart-looking FMV. If you want to prove to your chums that a Mega-CD can reproduce an Anime feature, this'll do the trick. **65%**
▲ Loads of things to shoot
▼ Gets a bit boring after a while

DUNE CD, (VIRGIN), £44.99

Frank Herbert's classic book has been faithfully converted into this game. **87%**
▲ Very atmospheric
▼ Not much to do

ECCO THE DOLPHIN (SEGA) £44.99

It's the cart version that has been tarted up for the CD. This turned out to be the

highest-scoring game ever in Mega Drive Advanced Gaming! Buy it, buy it, buy it! **97%**

▲ Wow!

▼ He isn't called Flipper

FINAL FIGHT (SEGA) £39.99

Spot-on conversion of the popular arcade machine. Scrolling beat'em-up with fast-moving graphics and a prog rock soundtrack. Highly recommended. **86%**

▲ It's like having an arcade machine at home

▼ Repetitive

HOOK (SEGA) £39.99

A complete waste of what had the potential to be a great film licence. Yet more Mega-CD dross. Save your money.



▲ As usual – the soundtrack

▼ Those controls

JAGUAR XJ220 (SEGA) £39.99

The ultimate driving game ever witnessed on any Sega system. Will probably look out of date in a year though (Just check out Batman Returns

– things look better already!). **92%**

▲ Like all car games, a bit repetitive

▼ You need £400 worth of kit to play the damn thing

KRIS KROSS: MAKE MY VIDEO (SEGA) £39.99

A good idea which does not come up to scratch. Choose from three Kris Kross tracks and 'Make the Video'. Not nearly

enough variety. Disappointing. **45%**

▲ Quality graphics and sound

▼ Pity it's Kris Kross

MARKY MARK: MAKE MY VIDEO (SEGA)

Complete trash – approach this with extreme caution. Why would anyone want to play a game about Marky Mark anyway? **10%**

▲ Quality sound (the quality not the content)

▼ About as much fun as rubbing lard on the cat's boils

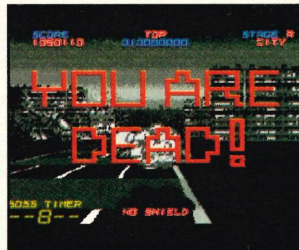
MICROCOSM (PSYGNOSIS), £44.99

Fabulous-looking game set inside the human body. **91%**
▲ Marvellous graphics
▼ Not much gameplay

NIGHT STRIKER (TAITO) £40.99

All hail the worst game that we have ever seen. Holds the record for the lowest game score ever given! Crap graphics, crap sound etc etc. **3%**

▲ You can use the disc as an excellent Frisbee – we did!



▼ ARGHHHHHH!

NIGHT TRAP (SEGA) £39.99

The game your mother has probably been warned about. Interesting game that is original if nothing else. Save all the girls from the hordes of Aug vampires by means of dastardly fiendish traps set up all over the house. Not

worthy of all the stupid hype. **82%**

▲ Good live-action footage

▼ Becomes tedious

PRINCE OF PERSIA (SEGA) £39.99

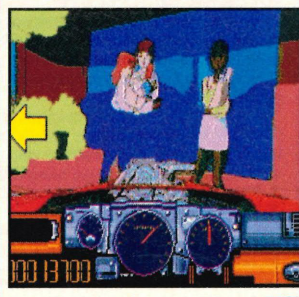
In its day this was hailed as a classic when released on Amiga and ST formats. Still enjoyable, but it hardly seems the way forward as far as CD is concerned. Arabian Knights platform-type thing, rescue the girlie... **79%**

▲ Well animated

▼ Frustrating controls

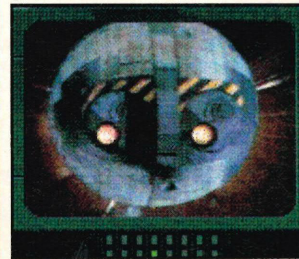
ROAD AVENGER (SEGA) £39.99

Stunning-looking secret agent-inspired driving sim which uses cartoon-style graphics and the Cobra Command follow the arrows prompts. Devoid of anything even resembling gameplay. Pity really.

▲ Brilliant graphics
▼ Big Zzzzz after half an hour

SEWER SHARK (SEGA) £39.99

Breathtaking full live-action game which exploits the CD to its full potential. You have to clean up the sewers by zapping mutant monsters. Excellent FMV graphics and some superb sound and

music. **83%**
▲ Sheer class

▼ I don't own a CD, and if I did I'd have no money to buy this with

SHERLOCK HOLMES (SEGA) £39.99

Wonderfully crafted text adventure. Explore Victorian London and solve three mysteries. Not a game for the



impatient. **85%**
▲ Engrossing
▼ Not for the impatient

SHERLOCK II (SEGA) £39.99

Update on the original CD game. Can be used as a data disc. **80%**
▲ Superb FMV footage
▼ Quite slow-moving

SILPHEED (SEGA) £39.99

Gob-smackingly beautiful shoot'em-up. The gameplay does not do justice to the amazing visuals **77%**
▲ Eye-popping graphics
▼ It's really an updated Gyruss

SONIC CD (SEGA), £44.99

That flippin' hedgehog returns yet again, this time on CD. **87%**
▲ Great soundtrack
▼ More of the same

THUNDERHAWK (CORE DESIGN), £44.99

A truly great helicopter shoot'em-up with tons of action. **94%**
▲ Looks fantastic
▼ Too samey

TIME GAL (JAPANESE IMPORT) £39.99

Oriental tottie (Oops, we'll get letters about that one!) transcends time in search of her father. A bit grim to say the least, but the quality of presentation is absolutely fabbo. **72%**



▲ Stunning presentation
▼ Not enough gameplay

WILLY BEAMISH (SEGA) £39.99

Bart Simpson rip-off alert! A beginner's level adventure game dubbed by the makers as an 'interactive cartoon'. Shame it is appallingly slow and boring. **55%**

▲ Good idea
▼ Far too slow

WOLFCHILD (SEGA) £39.99

If Wolfchild was simply a cart-based platform game, then it would rate as one of the best. **64%**
▲ Accurate conversion of the floppy game
▼ Very disappointing considering the capabilities of the Mega-CD

WONDERDOG (SEGA) £39.99

Stupid mutt (with a funny-looking hair piece) from outer space searches for his master over gigantic sprawling levels. Perhaps the first CD based game to impress the usually dour Maverick team. **88%**

▲ Big levels
▼ Repetitive

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Hollybush Row, Oxford,
OX1 1JH.**

After brutally slaughtering one of my fellow writers last month, as punishment I have been given the horrific task of answering your letters. Arghhhh!

DOG'S WHAT??

Dear MAG,
I thought I'd drop you a line to say "What are you like?". It seems that all reviewers think that Virtua Racing is going to be superb on the MD. I think it's necessary at this point to tell you a few home truths:

- 1) Virtua Racing is a very nice-looking, fast driving game but is only worth playing on the 'in cockpit' view.
- 2) There are only four courses, so the scope of the game is not huge.
- 3) The major benefit of this game is the ability to race against three of your mates, whilst looking at a full-size screen. Obviously a split screen will be nowhere near as good.
- 4) The MD will never be able to reproduce the feel of the steering-wheel, because you lose traction at the back of the car and the steering lightens.

Please believe me when I say that the arcade version of the game is the dog's b****x - I spent loads of cash on it when it first came out, however I can not see that a conversion to the MD (even to CD format) will make up for the shortcomings mentioned above. So please - no more rave expectations for a game that will only fail to deliver.

Best regards,
Kevin 'Buffalo' Maule, Somewhere.

RICH: OK so you've got a point, but there are lots of people out there who like to play racing games and if the conversion is anywhere near as good as the arcade version then it is going to be one of the better ones available. Obviously the eight-player simultaneous play option won't be available,

but even on one-player the game is very enjoyable and the later stages are really hard. What are you complaining about? What are YOU like?!

GERRY THE GREAT

Dear Sir,
I am writing about a problem that I hope you can help me with. I am a regular buyer of your magazine and was delighted when I saw a map of the D&D game in issue three, with the second part published in issue four. The problem is, somehow I lost the maps and I REALLY want them. I would be so grateful if you could send me the two issues which I would of course pay for.
D Woolridge, Herts.

RICH: I'm glad you liked the guide. Gerry's head is bigger than ever now! Back issues can be ordered by sending a cheque for £2.50 for each to the usual address. Unfortunately, we have completely sold out of issue four (the guide was THAT GOOD) and so no more are available. If enough people write in and ask we will reprint some or maybe all of the guide, but only if we know that enough people want us to. If you are missing these fab maps then drop us a line right now!

WHAT A NICE MAN

Dear Megaphone,
Not a very nice letter this one, but if you have two round things between your legs you will have what it takes to print it.

I looked through your so-called Mega File pages to find the best possible golf game and from doing so chose World Class Leaderboard which you gave 82 per cent (50

per cent would be more apt), instead of PGA Golf 2 which you gave 81 per cent (more like 92 per cent).

How you can justify this? Honestly, 82 per cent for World Class Leaderboard - leave it out! So I sold Leaderboard for practically nothing and bought PGA Golf 2, making the price of PGA (including my losses on Leaderboard) a grand total of £55. For God's sake get the Mega File right - have the two things between your legs moved up inside your head?
Edd, Cambs.

RICH: So it's this old egg again is it? When Leaderboard was reviewed about a year ago

now, it was the best golf game and thus got 82 per cent. When PGA2 came out, it got marked down because even though it was better than Leaderboard it wasn't as good as it could have been. Got that? Good!

MANGA MANIA

Dear Sir,
I recently purchased a Sega Mega Drive with four games. I am into Japanese animation and would like to ask some questions.

- 1) In issue 10 in the hardware and software news you said that there was a Japanese cartoon video called City Hunter coming soon to the UK. When exactly will it be released in the UK?
 - 2) I heard that there is the possibility of the top movie Akira being made into a game. If it is, will it be out for the Sega Mega Drive?
 - 3) Will there be any more Japanese games for UK release?
 - 4) I heard some years ago that there was a Japanese animated TV series called Battle of the Planets. What year was it on and will it ever be on again?
 - 5) Will King of the Monsters 2 be out for the Sega Mega Drive?
- Christian Whittle, Dumbartonshire.

RICH: 1) The news piece about City Hunter you refer to was actually about a feature film starring the master of martial arts, Jackie Chan. Anyone that has seen it will know that the action is fast and furious, the script is dead funny and there is a SFII scene where lots of the characters from the game fight each other! Jackie Chan dressed as Chun Li indeed!

Jackie's last film, Twin Dragon, was made years ago and has only just been released in the UK, so City Hunter may take quite a while before it comes out, if it ever does.

2) Akira on the Mega Drive should be out in the new year from T*HQ.

3) Nearly all games are written and released in Japan, so the answer is definitely yes!

4) Battle of the Planets was on in the early eighties and what a fantastic programme it

SNES VS MEGA DRIVE REVISITED

Dear MAG,
I don't see why a lot of people think that the Mega Drive is rubbish compared with the SNES. I know the SNES has over 32,000 colours compared with the MD's 500, but the Mega Drive is faster than the SNES and because they are both 16 bit they have roughly the same memory.

The Mega Drive came out in 1989 (I think) and the SNES didn't surface until around 1991/92, so due to it being made at a later date obviously some of the technology will be more advanced. In my opinion you can have the same range and quality of games on both formats.

I am 14 years old and I own a Mega Drive and enjoy using it. I have played a SNES and I also enjoy that. To be honest I slightly prefer Sega to Nintendo because I think the games that Sega creates itself are more fun.

I don't think that console gaming does anything bad to children who play them, but people who constantly go to the arcades to gamble as well as play video games may be at risk, for example in Portsmouth the arcades by the funfair are well known

as a place where drug selling goes on. Don't get me wrong, I sometimes go to the arcades and enjoy myself, but a lot of my friends constantly go there and get involved in the wrong sort of things. I think that arcades should be better supervised and be made less dark inside.
Richard Osborne, Portsmouth.

RICH: Right lads, Portsmouth funfair it is! I think your SNES Vs Mega Drive arguments are spot on and all the wrangling is a bit sad really. However, I do think you are wrong when you say that just because you go to the arcades you'll eventually end up on skid row. I used to go down the arcades a lot and look where I am now. Hmm, maybe that's not such a good example! Some arcades are seedy and should be supervised better and Sega has realised this. Having been to Sega World at Bournemouth and Sega Dome at Collingdale, it is plain to see that the seedy side of arcades will soon be a thing of the past. However, I can't help feeling that some of the atmosphere will also be lost.

IT'S A HARD LIFE

Dear MAG,
I would like to ask you if being a reporter for the best Sega Mega Drive magazine in Britain is really as easy as I imagine it must be? I would also like to be a Sega/console journalist for a magazine because as you yourself probably realise, I like easy jobs. Also, could you please tell me what qualifications I will need to do the job?
Joe Newman, Dyfed.
PS Have you ever thought of getting a TV programme for your magazine on Channel Four to replace GamesMaster?

RICH: Yeah, it's dead easy. We sit around all day playing the latest games with our feet up, just waiting for PR people to come round and take us out for big liquid lunches. We all knock off at three o'clock and go to industry parties all the time. **WHAT ARE YOU LIKE? Do you think the mag writes itself? It's not all fun and games and it's not just a paid skive as you probably all think!**

Regarding qualifications, you just have to be good at English like wot I am.

PS Why don't we just set up our own TV station altogether?

was! We all have fond memories of Keyop, Jason, Mark, Tiny, Princess and 7-zark-7 on board the Phoenix. Alas, it probably won't be on again.

5) I certainly hope not.

DOH!

Dear Sir/Madam,
I have just read with great interest your review of Airobiz by Koei in issue 15 of MAG. Since then I have tried to purchase this game, but no one seems to have heard of it. Please could you confirm that it has definitely been released.

Issue 15 was a good read and I can't wait until Sensible Soccer comes. If it's anything like the Amiga version it will be excellent.

Justin Lambert, Who Knows Where.

RICH: Airobiz is only available on American import and probably won't ever be released in the UK, which is a shame because it is a great little game. Sensi Soccer on the other hand will be out very shortly and recently everyone in the office has been playing it at every possible opportunity.

SFII NIGE PART ONE

Dear MAG,
I have just bought a Mega-CD thinking that it would be worth the money with its brilliant graphics and great sound. You would think that there would be a lot of great games to complement it, but so far the games that have come out are rubbish (except one or two such as Final Fight and Ecco).

This in mind, I'd like to know what games will be coming out for the Mega-CD in the future. Will Street Fighter II be released for the Mega-CD or will I have to get the cart version of the game? If SFII does come out on the Mega-CD, would it be before Christmas and how much would it cost?

Finally, could you please list these games from the best to the worst: Sonic CD, Batman Returns, Final Fight, Sewer Shark and Thunderhawk.

Andrew Duggins, Tamworth.

RICH: The Mega-CD games were a bit poor at first but some classy ones are coming out now. Microcosm is a fine example, as are Thunderhawk and Ecco. CD SFII looks very doubtful at the moment. Personally, I would put Thunderhawk first, then Batman, Sonic, Sewer Shark and Final Fight

SFII NIGE PART TWO

Dear MAG,
I have a few questions about Street Fighter II SCE on the Mega Drive, because I have decided to buy it due to your most

bodacious mag giving it 97 per cent.

1) I watched SFII SCE being reviewed on Games World on Sky, where it received a whopping 96 per cent. In your mag you said the music was extremely good, but SFII's music in the background of Games World wasn't much cop and a bit crackly (mind you, they were talking a lot and there was the constant sound of punching and kicking). However, the music on the SFII title screen was extremely good, so is there anything wrong with the music?

2) I also noticed it was quite slow. It didn't seem hyper fast to me as it is supposed to be on champion edition.

3) What about the sound effects and speech?

4) Will it keep me going for a long time?

5) Is it faster than the SNES version?

6) Finally, is it worth buying at such a wallet-busting price?

Steve Johnson, Essex.

RICH: 1) The music is good for the Mega Drive. I think that says it all really, doesn't it?

2) It is faster than you would expect and the speed can be jacked right up.

3) The speech is not very clear, but the other sound effects are just like in the arcade.

4) It depends on whether you like this game, doesn't it?

5) YES!

6) If you can afford it, then yes, definitely.

HYPOCRISY RULES OK!

Dear MAG,

I'm writing to complain about your letters page and some of the sniffing little rats that try to do Kate Adie impressions all over your rather spiffing and ball bouncingly funny pages. With this most impressive and super intelligent letter I'll probably boost the IQ level of Megaphone by 99.9 per cent.

Anyway, issue 15's star letter was in parts illegible because of those ridiculous stars plastered all over the print. If you must decorate the only above average letter in this way, then why not change the print colour?

To Thomas Valentin, all I can say is, why? Have you nothing better to do that sit and write such drivel about, and I quote "Sega Game Boy", "Game Boy CD", and "Sega Lynx". Get a life! Instead of wasting your 20p pieces on stamps, send them to me.

Why and where is Keith going? Many a time I've been rolling around on the floor like a crazed turnip over his weird humour and love of tennis. Now who's going to be the

office dogsbody sitting mumbling in the corner? If he's getting a new job then perhaps he can afford a haircut to go with it. Au revoir, Keith.

I've only one question to ask – which is better, Sensi Soccer of EA Soccer? I hope you've settled into your new office now and recovered from that tickle-me-with-a-long-salmon of a game, SFII, enough to carry on with your fabulous work.

Ben Young, Sunderland.

PS What does Steve look like?

PPS If you print this I'll send you all those 20p pieces Thomas Valentin is going to give me (last of the big spenders).

RICH: Have you nothing better to do that sit and write such drivel about, and I quote "tickle me with a long salmon" and "sniffing little rats that try to do Kate Adie impressions"?

As for Keith, after being cleared of that murder charge I visited the poor soul's grave and heard a strange noise – he wasn't dead after all! Hurrah! I promptly dug him up again, nursed him back to health and here he is now. Don't talk to him for long though, because his strength hasn't fully returned.

KEITH: Thank you for your concern as to my whereabouts, Ben, although there is no need to worry because I'm just across the way, fending off improper advances from that meat-head Rich. The world of the PC has now become my forte, and while I miss the wit and loyalty of my fellow MAG journo (I don't bloody think!), new horizons beckon me. As to the statement about the haircut – bog off!

RICH: I'll have to ask you to leave now Ben, because Keith needs his rest.

STE: I look like myself, what sort of dumb question is that? If however you should require a picture as extra proof of my identity, then send a blank signed cheque made payable to myself to the above address. Alternatively, if you contact Interpol I'm sure they would be able and willing to provide you with a photo fit image.

PRAISE INDEED

Dear Megaphone,
First let me congratulate you on an excellent magazine. Apart from that, I would like to ask you a few questions.

1) Will an original Mega Drive fit on and work with a Mega-CD 2?

2) Will Mortal Kombat ever be released on the Mega-CD?

3) When will SFII come out on the Mega-CD?

Lee O'Brien, London.

RICH: 1) Yes.

2) Hopefully it will be out in the first quarter of next year.

3) There is no sign of it at the moment.

Dear MAG,
Hi, my name is Michelle Hunter and I am 13 years old and the owner of a Mega Drive. In school I was asked to do a project on a computer system so I chose the Mega Drive, but can't seem to find any information on it. I need to know who invented the MD, where and when, also how it works and how game cartridges work. I was wondering if you could send me any information. Anything would be great and I would really appreciate this.

Michelle Hunter, Warrington.

RICH: Sorry, but we don't have any information like that around – it's all too complicated for us! Why not try writing to Sega UK for info? It should be able to help you out.

MORE QUESTIONS

Dear MAG,
Hi, I have a few questions for you to answer.

1) When you reviewed Rocket Knight Adventures you said it was a little too easy for some, but the Mega File says it can be quite difficult in places. Which is it, easy or difficult?!

ONE MAN ART SHOW!



2) If Rocket Knight is easy, and taking into account that I'm quite good at platform games, is it worth getting it if I play on hard mode?

3) I did not like the casino night zone in Sonic 2. Does that mean that I won't like Sonic Spinball?

4) In issue 14 of MAG you said that James Pond 3 came into the office just a little too late to fit into this issue, but said that next month you'd give it an in-depth review. Why didn't you?

5) What is the exact date that Street Fighter II is coming out?

6) Is it worth getting the six-button joystick for SFII?

7) Will there be any more games which will need the six-buttoned pad?

8) Is Street Fighter II going to be £60 (which is a lot of money for one game)? Will the price of SFII ever go down? If it will, when will that be?

Martin Jackson, Mid Glamorgan.

RICH: 1) Mostly it is easy, but there are some tricky bits.

2) Yes, because it is pretty difficult.

3) Probably.

4) The preview version came in too late for issue 14 and we thought it would be ready for review in the next mag, but it wasn't.

5) Friday October 29th.

6) The new pad makes the game much more playable.

7) Some games already use it, such as Mortal Kombat and Ranger X. There is no doubt that other games will use the extra buttons.

8) It is going to be expensive, but hopefully shops will sell it at a reduced price pretty soon.

TECHNOFEAR

Dear MAG,
This is a desperate plea for help. No, I'm not stuck on the first level of some poxy platform game, I am in a bit of a dilemma and need some assistance from your good selves.

Recently I had my Mega Drive altered so that it is now able to run at both 50Hz and 60Hz (I'm sure you are aware that such a procedure is possible by putting a switch between a connection inside the Mega Drive). I thought that after having this minor and uncomplicated piece of electronic surgery carried out I would be able to enjoy playing all my games on a full screen and 17.5 per cent faster.

To my shock and horror I found that when I switched my switch to run my Mega Drive at 60Hz, I got a picture on the screen that was out of synchronisation, ie it was crap. I checked my SCART lead and that

was in perfect working order and so this wasn't the problem. I eventually found out that some TVs are incompatible with my new set-up, so my question to you is: What TV do you use, assuming that you have one of these switches (which I'm sure you have)?

Could any other readers of your most illustrious publication also please write in and tell me what TV sets they use with their 50/60Hz-switch adapted Mega Drives? This would really help me out of a hole because the last thing I want to do is buy a TV that will again be incompatible with this set-up. Thank you for all your help and your mag is excellent!

Yours switching in vain-ly,

Andrew D Goodall, Portsmouth.

RICH: I converted my own MD so that it is now switchable between 50/60Hz, and also so that it is switchable between UK/JAP language systems (for those of you who don't know how to do this, we might show you how to do it at a later date, and it only costs £31). I came up against the same problem, ie crap picture with 60Hz, and the solution is to use a RGB SCART lead (not composite) on a TV capable of displaying 60Hz pictures. Here we use Philips monitors, but any new-ish TV should run this set-up. Make sure that when you buy a new one you can take it back if it doesn't work properly.

OVER THE HILL

Dear MAG,
Firstly, congrats on a good quality magazine. I always try to get hold of a copy, but I wish that you would print what day it is out in the shop. Secondly, being very new to gaming at the age of 29 (I've had a Mega Drive since Christmas) and also never having been into an arcade in my life, I would like to see a page dedicated to old tips for games such as Sonic 1, Golden Axe, etc. I know your magazine concentrates on the newest games - SFII, Mortal Kombat etc, but there are a lot of us just discovering older games.

As for prices, I think if you shop around you can get games for a real steal - I now have around 25 games and think all of them are value for money. Yesterday I bought Mega Games 2, Shinobi, Golden Axe and Streets of Rage all on one cart for £32. You can't get better value for money than that - other than buying MAG of course!

Adam Conrad, Maidstone.

RICH: Never been in an arcade? Even an old codger like you can have fun in an arcade - you never know, you might even end up hopelessly addicted to fruit machines like a lot of kids today. After this you will lose your job and take to a life of crime to satisfy the insatiable lust you have to feed cash into

rise, all because Sega couldn't get the game out quick enough.

What's stopping Sega bringing it out? It can't use that 'finishing touches' excuse any more because the game is 100 per cent complete. Nintendo brought the release date of Turbo forward due to lack of sales of the imported version, and Sega should do the same for its own good. Matt Collins, Not Sure Where From.

RICH: Quite right old bean. It does seem as though Sega has been messing us about for ages, but the SCE version that should be out by the time you read this is far superior to the version that was knocking about earlier this year. The release on October 29th strangely coincides with the start of the build up to Christmas - spooky, eh?

these one-armed bandits. Alternatively, you might end up playing Super Street Fighter and enjoying yourself. We do actually print codes and cheats from days gone by just to help out old fogies like yourself.

HOW MUCH MORE SFII???

Dear MAG,
SFII is the biggest thing since Double Dragon (when it first came out I mean). Anyway, on with a few choice questions:

1) When will SFII be out in Ireland?

2) Should I get SFII or Tiny Toons?

3) What do you think of Sonic the Comic?

4) How much is the WonderMega?

Sean Slattery, Ireland.

RICH: It's a sad day indeed when even I, Ryu incarnate, get fed up talking about SFII. OK it's a good game, but enough is enough!

1) Hopefully it will come out at the same time as it does everywhere else, ie it should be out now.

2) No.

3) It's OK if you like that sort of thing.

4) You can't get them here, so why worry?

OUT WHEN?

Dear MAG,
I am gradually discovering that numerous release dates published for new games are total camel-cack! These dates given out by you, other magazines, companies selling games, Sega and other software houses are incorrect. Games such as Thunderhawk and Silpheed which are supposedly OUT NOW are in fact NOT OUT!

I have been trying to purchase Thunderhawk for a number of weeks. I was first told at the beginning of October that "...Eh well, it's not available at the moment, but it will be any day now. Try again in a week". Then a week later I was told that the release date was definitely October 21st.

I don't blame the companies selling games nor do I blame MAG for printing incorrect release dates, but I do blame Sega and the software houses that give out these dates. Surely it can't be difficult for these companies to give exact release dates and if they cannot, they should wait until they can. I am sure there are many games players out there who are becoming increasingly annoyed and frustrated at having to wait weeks and in some cases months to purchase games that are supposedly OUT NOW. Keep up the great work.

Stuart Elliot, Hitchin.

RICH: I know how you feel, Stuart, but there's not much anyone can do about it I'm afraid. Companies give out release dates to magazines and shops in all honesty but sometimes something can go wrong, like a bug in the game may turn up or some legal technicality may cause the game to be delayed. Sometimes this causes the game to miss its release slot and so people have to wait ages to play the game that us lot have been raving about for months. It's very annoying, but it's just one of those things.

BACK ON PLANET EARTH...

Dear Gerry,
Am I the only one that thinks that all these MPs and newspapers should go back to the rock they crawled from under? They carried on as if sacrilege had been carried out when Night Trap was released.

I bet my bottom buck these critics have never played these games. A local MP was talking recently about Sega World, he reported, "I was worried about the violence, I thought it would be educational". They even

want to slow down the gameplay and downgrade the graphics. Now if this is the future for the gaming world I don't really want to be a part of it.

Andy White, Dorset.

PS Did you know that your caricature looks like the kid from T2?

PPS I was one of the first eight to go on the AS-1 in Sega World and can report it's the best arcade game in the world - Period. It's also got Wacko Jacko in it too!

RICH: Normally I would agree with you, but as I spend most of my time back here on planet Earth I'm not going to. We sorted this argument out ages ago! What's all this stuff about downgrading graphics - I reckon you've been had good and proper.

The character John Connor in T2 was based on Gerry. It's a pain writing the mag and fighting SKYNET at the same time, especially at the end of the month. How do you think we beat every other mag to review Robocop Vs Terminator last month?



THE DOS AND DON'TS OF WRITING LETTERS

DO:

Be interesting

Write clearly

Send me cash or saucy pictures

Send food (preferably Worcester sauce flavoured crisps)

Be as insulting to Andy as possible

DON'T:

Be boring

Say "I bet you won't print this", because we won't

Ask for free games 'cos I steal them all anyway

Write in crayons or pencils

Not slag Andy off

Follow these simple points and send your fantastic letters to:

We hate Andy 'cos he talks like a git.

Megaphone,

MAG,

Maverick Magazines,

16-17 Hollybush Row,

Oxford,

OX1 1JH.

WE WANT IT NOW!

Dear MAG,

After seeing SFII Turbo on the SNES and reading your very informative review of Special Champion Edition on the Mega Drive, I came to the conclusion that Sega (or Capcom or whoever is responsible) better hurry up with the release of SFII on the Mega Drive. First it was February or March, then April, June, then September, and now the latest date is October 29th! Will it ever see the light of day?

I'm trying my best not to sound like I'm moaning, but if the game isn't out soon, many Mega Drive owners' heads will turn towards Nintendo and Hyper Fighting. Then Sega will lose money and Nintendo's profits will

MAG CLASSIFIEDS

WANTED

Sonic 1 and 2 for Game Gear. Willing to pay £15 for each game. **Keeley Austin, 35 Rowlands Road, Dagenham, Essex, RM8 3DU. Tel: 081 5939847.**

Rolo to the Rescue, Chuck Rock, Marble Madness, Road Rash 2 or Quackshot. **David Guild, 1 Pioneer Avenue, Desborough, Northants, NN14 2NZ. Tel: 0536 761887 after 4pm.**

FOR SALE

Bargain! Streets of Rage 2, Thunderforce 4, Terminator 2, Bio-Hazard Battle £20 each. EA Hockey, Forgotten Worlds, Golden Axe, Streets of Rage, Wrestle Wars £12 each. Two control pads £6 each. All excellent condition, must live near or can pick up. **Ian Coombs, 3 Lawrence Cottages, Feenan Highway, Tilbury, Essex, RM18 8HA. Tel: 0375 842611.**

British Mega-CD and Mega Drive, eight CD games and five carts including PGA II, NHLPA '93 and Jaguar XJ220. Boxed as new with manuals and two extra joypads. £450 ono. Leics and Warwickshire area. **David Woodroffe, 5 Almond Way, Lutterworth, Leicestershire, LE17 4XJ. Tel: 0455 557977.**

C64, two joysticks, 60 games including Street Fighter 2, Basketball, eight soccer games, Double Dragon. Will sell for £40, willing to go down to £35. **Scott Carther, 172 Whinchat Road, West Hamesmead, London, SE28 0DP.**

Fantasia is for sale £14.99! **David Guild, 1 Pioneer Avenue, Desborough, Northants, NN14 2NZ. Tel: 0536 761887 after 4pm.**

For sale Sega Game Gear with 16 in 1 cartridge and Sonic plus AC adapter. Sell for £95 ono. Wayne da Costa. **Tel: 0707 371435 between 5-7pm Sun-Thurs.**

Mega-CD including 11 games and CDX converter, £350. Can possibly deliver. **Steve Walker, 8 Irenes Avenue, Perth Street West, Hull, HU5 3UH. Tel: 0482 41626.**

Game Gear for sale with Wide Gear and five excellent games including Shinobi, Wonderboy III and Sonic II etc. Everything boxed apart from Wide Gear. All for £170. **Peter Townson, 24 Kelburn Crescent, Caprington, Kilmarnock, Scotland.**

Game Gear and two-player link, mains adapter and six games including Shinobi, Halley Wars, Outrun and Joe Montana Football. Worth £200 will sell for £90 ono. **Andrew O'Brien, Beechcroft, Ruff Lane, Ormskirk, Lancs, L39 4UL. Tel: 0695 572660.**

Game Gear with five games, worth about £150 will sell for £95 or swap for three Mega Drive games (Ecco, Jungle Strike, Flashback). **Matthew Young, Five Gates, Sellars Hill, Godalming, Surrey, GU7 2QU. Tel: 0483 424549 between 4-8pm.**

John Madden American Football '92, £30 ono. **Jonathan French, 121 London Road, Clacton-on-Sea, Essex, CO15 3ST. Tel: 0255 423639.**

Master System games: Teddy Boy £5, Olympic Gold, Asterix, Krusty's Fun House, Lemmings £15 each, Tennis Ace £10. Must be able to collect. **Louis Hernandez, 68 Turpin Way, London, N19 3XB. Tel: 071 272 6108 after 5pm.**

Mega Drive eight months old, three games, one joypad. Games include Battletoads, Batman Returns, Sonic. £140 ono. **Dean Bowman, 15 Meadow Road, Mirehouse, Whitehaven, Cumbria, CA28 6JP. Tel: 0946 66579 after school.**

Mega Drive games: PGA Golf, Road Rash II, Alien 3, £25 each. **Heidi Jacobs, 661 Main Road, Dovercourt, Harwich, Essex, CO12 4NF. Tel: 0255 503470 (work number).**

Mega Drive eight months old plus Game Genie, joystick, Scart lead, dust cover and games including Sonic, Golden Axe 1 and 2, European Soccer, PGA Golf, Super Kick Off, World Cup Italia '90, Mega-lo-Mania plus Menacer light gun with six games. Boxed for £150. **GJ Pearce, 5 Hayeswood Avenue, Hayes, Bromley, Kent, BR2 7BG. Tel: 081 462 8538.**

Mega Drive, two joypads, Sonic, EA Hockey, American Football Double Header, Flashback, PGA 2, Ecco, Jungle Strike. All boxed, only three months old for £200. **Peter Andrews, 85 Isis Avenue, Bicester, Oxon, OX6 8GR. Tel: 0869 323607.**

Mega Drive games for sale! Jungle Strike for £25, Super Kick Off and Speedball 2 for £20 each. **Toby Eaden, 14 The Oval, Farncombe, Godalming, Surrey, GU7 3JL. Tel: 0483 425312.**

Mega-CD, Mega Drive and much more. Serious offers including phone number. **Steve Walker, 8 Irenes Avenue, Perth Street West, Hull, HU5 3U.**

Mega Drive games for sale: X-Men £23, Jungle Strike £25. **Kevin Dean, 21 Harts' Close, Teignmouth, Devon, TQ14 9HG. Tel: 0626 776773.**

Mega Drive games: John Madden '92 £16, and Streets of Rage 2 £20. Mega value, mega condition. **Matthew Dunn, Theydon, Parkfields Drive, Derby, DE22 1HH. Tel: 0332 41292.**

Mega Drive games £20-£25 each. Ecco, Road Rash, Strider, Sonic 1 and 2, James Pond 2, Terminator, Decapattack, Alex Kidd, Enchanted Castle. All perfect condition. **Stuart Barron, 40 Rumfields Road, Broadstairs, Kent, CT10 2PH. Tel: 0843 868826.**

Mega Drive, one-year-old plus three joypads, nine games including Thunderforce IV, Streets of Rage 2. Perfect condition, fully boxed, will sell for £300 ono. Or will swap for SNES with Street Fighter II and £175. **Matthew Fitchett, 29 Nunnery Drive, Thetford, Norfolk, IP24 3EN.**

Mega Games 2, Phantasy Star 3 £25 each, Populous £20. Swaps possible. **Mike Fairweather, 22 Solway, East Tilbury, Essex, RM18 8RQ. Tel: 0375 844813.**

Selling Jungle Strike £30. Sword of Vermillion, Shining in the Darkness, Warriors of the Eternal Sun £25 each. Sonic, Galahad £20 each. LHX, Super Battle Tank £15 each. Twin tape digital radio, Awa! stereo to sell for £50 was £120. All games and stereo in top nick. **Matthew Gray, 155 Grove Lane, Hale, Altrincham, Cheshire, WA15 8LR. Tel: 061 980 6529.**

UK Mega-CD for sale with Arcade Collection, Sol-Feace, Cobra Command and Final Fight, £200 ono. Must be in Perth area or will swap for SNES with Star Wing. Must be boxed with instructions. **David Wilson, Knockeary House, Anthony Place, Crieff, Perthshire, PH7 3DQ. Tel: 0764 653928.**

Will sell Master Gear converter for Game Gear for £10, worth £26. Good condition and boxed. **Ben Barnett, 24 Thorpes Avenue, Denby Dale, Huddersfield, West Yorks, HD8 8SP. Tel: 0484 861305.**

SWAP

Will swap Tiny Toons, Ecco or Sonic 2 for Flashback, Landstalker or Jungle Strike. **Al Mackintosh, 2 Merestones Close, The Park, Cheltenham, Glos, GL50 2ST. Tel: 0242 572095.**

Want to swap Taz for Ecco? **James Williamson, 3**

Townshend Terrace, Richmond, Surrey, TW9 1XJ.

I will swap Klax, Pac-Mania, Wrestle War, Alex Kidd, Streets of Rage, Jewel Master, Burning Force, Shadow of the Beast, Space Harrier 2, Hard Drivin', Sonic 2 or Alien Storm for Rocket Knight Adventures, Tiny Toons, Cool Spot or X-Men. **Brian Black, 6 Hoddam Avenue, Castlemilk, Glasgow, Scotland.**

I will swap Streets of Rage 1 and 2 for Micro Machines, Haunting, Jungle Strike or Cool Spot. **Tim Woolcott. Tel: 0825 680336.**

I will swap either Buck Rogers, Moonwalker, Ecco for a Pro Action Replay cart. **Peter Thomas, 2 Skeffington, Whiston, Merseyside, L35 3JQ. Tel: 051 4931610.**

Mega Drive owners, I will swap James Pond for Moonwalker. Also swap Spiderman or Castle of Illusion for Mega Games 1, or will swap both. Also loads of mags for sale. Write for a full list. **Martin Taylor, 26 Terence Avenue, Rhyl, Clwyd, North Wales, LL18 1DD.**

Mega Drive swap for SNES with two games, preferably Mortal Kombat and Mario Paint. My three games are World of Illusion, James Pond II, Rolo to the Rescue, all boxed with instructions, very good condition. **Ring after 6pm. Mark. Tel: 0832 272133.**

Mega Drive games to swap: Mortal Kombat, Sunset Riders, Flashback, Ultimate Soccer, Bubsy, Road Rash, Magical Hat, Populous, Jurassic Park. Any games considered. **Dan Masters, 30 Stuarts Green, Pedmore, Stourbridge, West Midlands, DY9 0XR. Tel: 0562 883516.**

Super Kick Off £25, Flashback £25, Dragon's Fury £20, Prince of Persia CD £25, Jaguar XJ220 CD £25, or £45 for two, £65 for three, £80 for four, £95 for all five. Will swap any one for Jungle Strike. **Richard Wheeler, 1 Station Road, Calne, Wilts, SN11 0HB. Tel: 0249 822648.**

Swap Ecco, Sonic 2 or Tiny Toons for Jungle Strike, Mega-lo-Mania, Desert Strike, Flashback, Gods, Two Tribes, General Chaos, Phantasy Star 3 or Landstalker. **Phone Al Mackintosh, 2 Merestones Close, The Park, Cheltenham, Glos, GL50 2ST. Tel: 0242 572095.**

Swap Fantasia for any game over 75 per cent or Rolo to the Rescue, Chuck Rock, Marble Madness, Road Rash 2 or Quackshot. **David Guild, 1 Pioneer Avenue, Desborough, Northants, NN14 2NZ. Tel: 0536 761887 after 4pm.**

Sonic, Sonic 2, Golden Axe for your Ecco, Lemmings or T2. No Jap imports. **Martin Gregg, 106 Swinton Hall Road, Swinton, Manchester, M27 1AT.**

Sonic 1 for any good fighting game. Any good swap

considered. **Emilio, 2 Ashford House, Saville Avenue, Bradford, West Yorks, BD10 8EH.**

Super Kick Off for PGA 2 or Mutant League Football. **Phone Neil Currie, 265 Churchill Drive, Broomhill, Glasgow, G11 7HF. Tel: 041 339 3120.**

Mega Drive with two control pads (one Turbo) plus nine games including Mortal Kombat, Micro Machines and Flashback, all boxed. Swap for your Amiga 500, 500+ or 600, must have games and joystick. Must collect. **Sam Smith, 10 Galway Avenue, Ipswich, Suffolk, IP1 5JW. Tel: 0473 463637.**

Tiny Toons for Mega Drive, boxed as new for £30. Will swap for any good game. Also Sonic 1 for £10, excellent condition. **Phone Paul Read, 47 Moorside Road, Brookhouse, Lancs, LA2 9PJ. Tel: 0524 771521.**

Sonic 2 or Golden Axe II for either of the following titles - PGA 2, NHLPA '93, Micro Machines or Mega-lo-Mania. **E Evans, Maescarnedd, Clarach Road, Aberystwyth, Dyfed, SY23 3DG.**

PENPALS

12-year-old boy would like penpal of similar age. Likes Mega Drive games, art, reading and music. **Henry Powell, 13 Fullers Close, Melksham, Wiltshire, SN12 7BX. Tel: 0225 706504.**

Are you a 13-15-year-old girl? If so, Andrew Ward would like to hear from you. Please enclose a recent photo. **Andrew Ward, 23 The Broadway, Summersdale, Chichester, West Sussex, PO19 4QR. Tel: 0243 527396.**

I am a rave and metal sort of person who is looking for a female who also likes rave and metal and is between 13-14. Must love Mega Drives...NOT! I don't mind if you have a MD or not. **David Williams, 145 Upduns Avenue, Connahs Quay, Deeside, Lliwyd, LHS 4LG.**

I would like to have a penpal anywhere in the world who loves Mega Drives, rave and Bob Marley. I am 17 years old. **Bobby Keogh, Unit 2F, Wheatfield Prison, Clondalkin, Dublin 12, Eire.**

New American wrestling play by mail game. Four titles to go for plus other contests with prizes. For full details send 50p (p+p). **Mike Barthmos, 26 The Meadow, Ballymoney, N Ireland, BT53 6AX.**

Boy 11-12, brown hair, likes football and computers. Penpal anted because I've got bored of everyone. Photo appreciated. **David Guild, 1 Pioneer Avenue, Desborough, Northants, NN14 2NZ. Tel: 0536 761887 after 4pm.**

I am 10 and looking for a girl who has sense of humour. Please send a picture and I will send one back. **Miles John, 61 Hurly House, Kempford Road, Kennington, London, SE11 4PD.**

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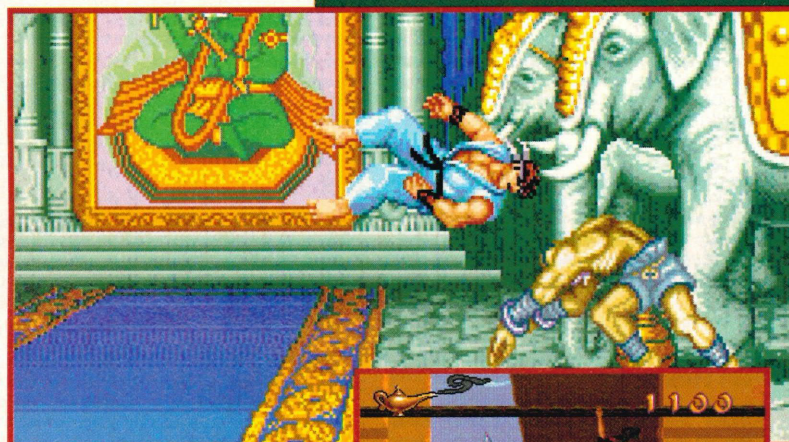
M O N T H



Yes, you've unfortunately already finished reading issue 17! Oh woe and despair! What will become of Sheila's love life? Will Gerry and Andy survive the lack of European football at their respective clubs? Will Rich EVER get that hair of his cut? You'll need MAG issue 18 to find out!

Apart from staff drama, issue 18 will also feature a multitude of new software that failed to make this pre-Christmas issue due to deadlines. Dune 2 should put in an appearance, as should Dragon, Shining Force II, Sonic Spinball and a full review of this month's cover games, Son of Chuck and the Chaos Engine

The next issue of MAG will go on sale on Thursday December 30th – don't have a skinful and forget to buy it, whatever you do!



Guides-wise, we have episode two of Aladdin and more snoreome SFII tips courtesy of Rich. Surely this will be the last we see of this game! (Please!)



Next month's feature will focus on a much sought after occupation, (apart from game reviewing), the noble art of game testing. Read this carefully if you're one of those people who think it's just an excuse to play games all day!

Naturally, we predict a flood of new software into the office before next month, along with a few sackfuls of submissions to the Mega Phone and tips pages. Remember, we have a pile of cartridges here to send out to those of you who make us laugh (even a little), so why not write in?

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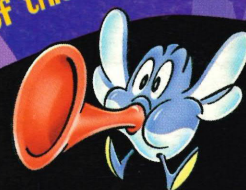
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